4 biohazard®

DIGITAL ARCHIVES

Warning: contains major spoilers

STORY

STORY

4 resident evil™

PROLOGUE: BAPTISM IN EUROPE

1

A dirty car drove down a mountain road. Winter was still a distant warning, but the trees on either side of the road were bare, ringed by carpets of dead leaves.

The plaintive Flamenco melody drifting through the car seemed well-matched to the dreary scene. Leon S. Kennedy sat in the back seat, contemplating the view.

"Yo, who are you really?"

The elderly cop in the passenger seat addressed Leon. The younger cop at the steering wheel looked up as he spoke. They had been assigned to take Leon to his destination, a certain village out in the countryside.

"Guess that's a local's way of breaking the ice. Anyway, you know what this is all about. My assignment is to search for the President's missing daughter."

"What, all by yourself?"

"I'm sure you boys didn't just tag along so we could sing "kum-ba-yah" together at some Boy Scout bonfire. Then again, maybe you did."

The older cop chuckled, but didn't press him any further.

"It's a direct order from the chief himself. I tell you, it's no picnic."

"I'm counting on you guys."

The older cop just smiled and shrugged.

The car passed over a wooden suspension bridge, then stopped. The cop at the wheel pointed to a small path through the woods. One could make out farmhouses just beyond the trees.

"Just up ahead is the village."

Leon was just heading off on his own when he got a radio transmission from his backup at headquarters.

"I'm Ingrid Hunnigan. I'll be your support on this mission."

"So the subject's name is Ashley Graham, right?"

"That's right. She's the daughter of the President."

Several days earlier, a mysterious group had abducted Ashley from her college in Massachusettes. Leon had just been assigned as Ashley's bodyguard, so the President entrusted him with the mission to rescue her. His only lead was an eyewitness report of a gang dressed in black, escorting a girl who fit her description into the village ahead.

"I'll try to find more information on them from my end as well."

Leon ended the transmission. He decided to start with the first house he came to.

The house seemed dilapidated, as if it hadn't been lived in for years. A man who might have been its owner was feeding a fire in the hearth. Leon called out to him, but the man didn't turn. Leon approached him, and showed him a picture of Ashley Graham.

"I was wondering if you might recognize the girl in this photograph?"

The man looked up from the hearth. He took a glance at the picture, then started barking angrily at Leon. Leon couldn't make out what he was saying, but it was obvious that the man wanted him to leave.

"Sorry to have bothered you."

As he turned to go, a tremor went through the room. Leon sensed someone behind him—someone out for blood.

He ducked, then rolled forward. The man swung his axe at him, grazing his back and rending the air forcefully. Leon turned and pulled out his 9mm automatic. He gave the man a warning.

"Freeze!"

The strange incidents he'd dealt with over the years came flooding to his mind. He had been attacked by ordinary citizens before, but those were walking corpses infested with the T-Virus. This man's eyes were an unnatural red, but he didn't look like any zombie Leon had ever seen.

"I said freeze!"

The man just screamed and held his axe aloft.

Leon pulled the trigger. The bullet tore through the man, sending him to the floor in a motionless heap. Leon heard an engine revving up outside, followed by the sound of the officers screaming, and a violent crash. That couldn't be good. He went outside and saw that the bridge was down, with black smoke billowing up from below. He looked off the edge of the cliff and saw the truck and the police car in ruins at the bottom. There was no sign of the officers.

That was only Leon's first glimpse of the madness into which he was about to stray...

2

The village square was lined with stone buildings. Women carried water, while the men piled up a mountain of straw, which they had cut by hand with their sickles. Livestock and chickens could also be seen.

At the center of the square was a stake about 3m in height. The elderly policeman was tied to it, hanging limply, as flames crackled up from the mountain of straw at his feet.

Leon watched the scene through his binoculars, then started moving toward the village again. In one house he found a mountain of bleached bones—of visitors burned at the stake, and villagers who went against the grain. If this town really did have something to do with Ashley's disappearance... then Leon didn't have a moment to lose.

As Leon crept quietly toward the village, he suddenly ran into a villager, who pointed at Leon and shouted an alarm. Villagers started rushing toward him from all directions. They did not attack individually, but cooperated in small groups, as if the crowd itself was all parts of a single predator.

"Who are these people?"

Leon ran to the safety of a nearby house.

The villagers kept banging at the door. Someone revved up an engine outside, and Leon looked out to see a villager carrying a chainsaw. Other villagers were raising ladders to get at the second-story windows. As if they weren't already strange enough, their ability to apply problem-solving logic to situations was truly terrifying. He was trapped like a rat.

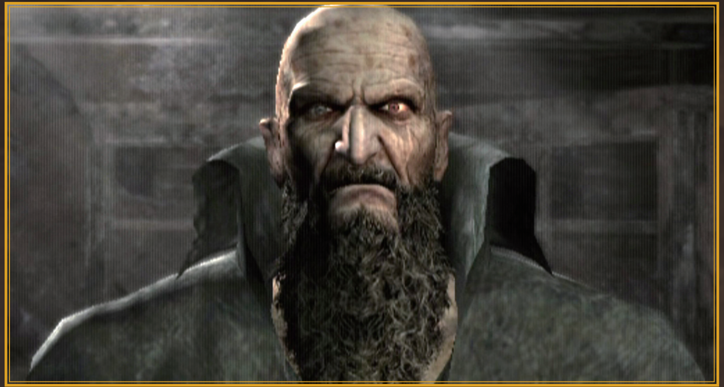
Leon fired off round after round, but for each villager that fell, a new flood of them came to take its place. The situation was getting worse by the minute. He had to find a way to break through...

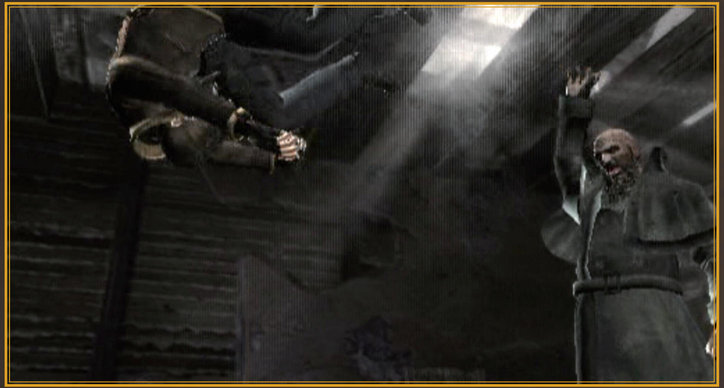
He heard a sound... the church bell was ringing. Leon watched on in disbelief as the tide of villagers stopped, turned, and murmured to themselves as they filed off together towards a building further into town.

Leon stood alone in the village square. Beside him, the charred remains of the police officer flickered with the dying flame.

CHAPTER 1: THE CULT OF LOS ILLUMINADOS

1





Leon searched the village house by house, and came upon a memo inside an old shack. Photos of himself were attached to it.

The memo spoke of an American agent who had recently been asking questions about the village. It included a warning not to let the agent get in contact with "the prisoner."

The prisoner in question was being held in an old house beyond the farm, but preparations were being made to transport the prisoner to the valley for closer monitoring. The memo stressed the importance of keeping the American far away.

It was signed by the village chief, Bitores Mendez. If the prisoner in question was Ashley, he knew he would have to get to her before they moved her.

Leon made his way out past the farms, taking care not to be seen.

At last, he found the old house and crept inside. He heard something banging in a wardrobe near the back. He opened it, and a dark-haired Latino man tumbled out. As Leon untied him, the Latino man inquired,

"You're… not like them?"

"No. You?"

Loosed from his bonds, the man flexed his fingers. They were covered in flashy rings, which seemed out-of-place in such a backwater village.

Leon thought back to the memo he found in the village. If this man was the "prisoner" in question, he must have been an enemy of the village… but that didn't necessarily make him Leon's ally. He would have to be cautious. He suspected the man felt the same way about him.

The man spoke again.

"I only have one, very important question. You got a smoke?"

The inappropriateness of this question stunned Leon, who flatly offered him gum instead. It looked like they'd have a long way to go before he could get any real answers.

Their conversation was cut short by the appearance of two villagers wielding farm implements. The Latino man's attention was focused behind them, though. He spoke up sarcastically,

"Perfect."

Behind the villagers was a large man dressed in a dingy trenchcoat. A long beard hung on his face, a strange contrast to his completely hairless head. Leon remained silent and regarded him, carefully.

The Latino man whispered,

"The big cheese."

In other words, this was village chief Mendez. Leon threw a spin kick at him, but Mendez caught his foot with his right palm, and threw him effortlessly into the air. Leon landed hard against the wall. His consciousness slipped away.

2

Dreams are fleeting things. Through the veil of unconsciousness, Leon saw an old man in a hooded robe, carrying a staff. He looked like a magician from a fairy tale. The magician spoke.

"Feeble humans…"

His voice resounded in Leon's mind.

"Let us give you our power."

He felt a pain in his neck, like a prick from a needle.

"Soon, you will become unable to resist this… intoxicating power."

Leon wondered to himself in his dream: What magic is this? What did they inject me with?

As he came to, Leon found himself in an old house. His hands were tied behind him, bound to the Latino man's. He had awakened from the nightmare… but the reality wasn't much better.

"Hey, wake up."

The Latino man grumbled a response,

"Crawl out of one hole, and into another. Americano, sí? Now what brings a bloke like you to this part of the world?"

"My name's Leon. I came here looking for this girl. Seen her?"

As Leon introduced himself, he showed the man Ashley's photo.

"Let me guess. She's the President's daughter?"

The Latino man said he had heard the villagers talking about the President's daughter. He speculated that she might be locked up in the church. As Leon thought this over, he asked the Latino man about himself.

"Me llamo Luis Sera. I used to be a cop in Madrid. Now I'm just a good-for-nothing guy, who happens to be quite the ladies' man."

He could have been talking about Leon himself. Leon told him that he had been a cop, too, if only for a day.

"Somehow I managed to get myself involved with the incident in Raccoon City, on my first day in the force."

"That is the incident with the viral outbreak, right?"

Leon nodded, and Luis continued.

"I think I might have seen a sample of the virus in a lab at the department."

He stopped. A villager had entered the shed, covered in blood and carrying a huge axe.

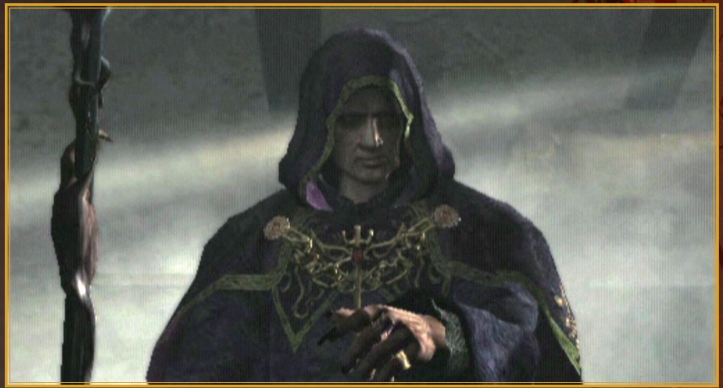
"Do something, cop!"

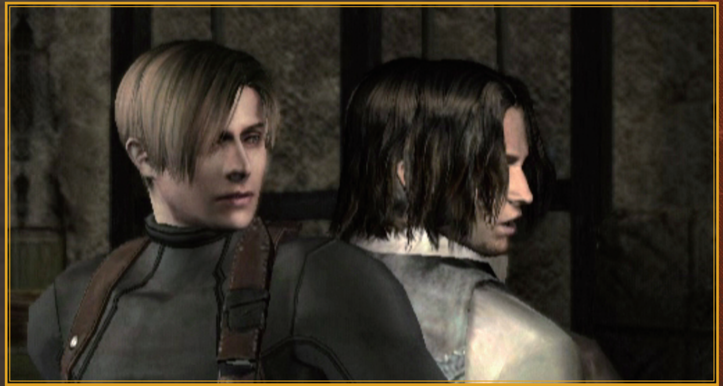
The villager turned toward them, raising the axe.

"After you!"

The two of them both leaned forward, extended their arms. When the axe came down, it cut through the bonds that held them together. Leon easily dealt with the villagers who came along as reinforcements, but when he looked up, Luis was gone.

There was only one place left for Leon to go. He left the old house behind.





3

Leon was heading toward the church when he came upon a large mansion. It was scrupulously maintained, from which he inferred it was probably the village chief's house. Creeping in through a back window, he found himself in a room that seemed to double as a study and bedroom. There was a memo on the nightstand.

As instructed by Lord Saddler, I have the agent in confinement, alive. Why keep him alive? I do not fully understand what the Lord's intentions are.

If for some reason, an unknown third party is involved, I don't think they'd let a chance like this slip by.

Leon speculated that the third party could be another group acting against them. As he looked out over the room, a portrait caught his eye. There was something familiar about it.

It was a hooded old man, the sorcerer from his dream...

He heard a sound. Someone else was in the mansion. Leon drew his automatic and went out into the hallway. A hand grabbed him from behind, causing Leon to drop his gun. The large man in the trenchcoat began to lift him up by the throat.

Leon felt his consciousness slipping away. Everything was going red.

"You carry the same blood as us, it seems."

With those words, Mendez suddenly dropped Leon down on the floor. There was a sneer in his voice as he spoke again.

"Nevertheless, you're an outsider. Just remember, if you become unpleasant to our eyes, you face severe consequences..."

When Leon looked up again, Mendez was already gone, disappeared into the bedroom.

Just then, he got a call. Hunnigan had been researching a religious cult that called the village home. They were the black-clad gang that had abducted Ashley.

"They're called the Los Illuminados."

Leon relayed his encounter with village chief Mendez to Hunnigan.

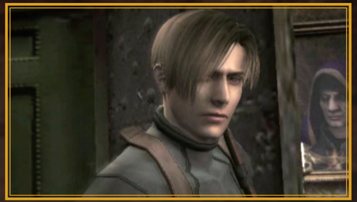
"He could have killed me, but he let me live. And he mentioned something about me carrying the same blood as them. Whatever that means."

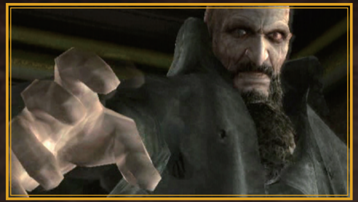
Leon ended the call, and started back toward the mansion's lower floors. Then, he stopped. Mendez was still in the bedroom. He had to find the church as quickly as possible, and it would be quicker if he could get information about Ashley's whereabouts from Mendez. This was his turn to catch him off guard. Leon retraced his steps, and opened the bedroom door.

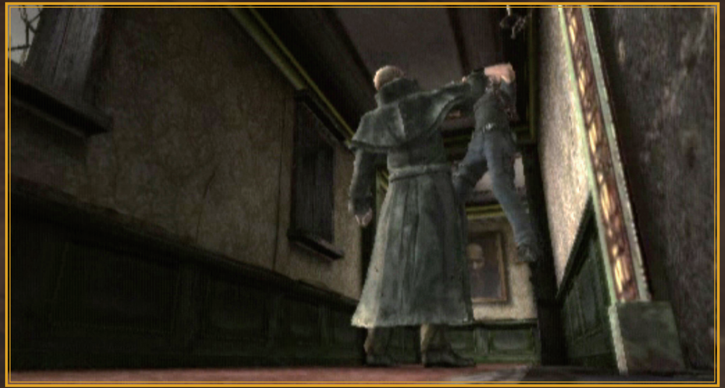
Mendez was waiting for him. The large man ran at him with cat-like grace, bowled Leon over, and planted his right foot on his chest. As he slowly applied more pressure, Leon heard his ribs creak.

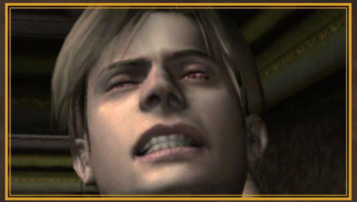
There was a gunshot, and the sound of breaking glass. Mendez turned toward the window, releasing Leon. Outside the window was a woman in a red dress aiming a gun at him. Mendez crashed out the window in pursuit, but the woman was already gone.

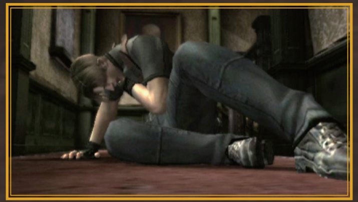
The room was quiet again. That woman... memories flooded Leon's mind, but he knew this was no time to get lost in sentiment.

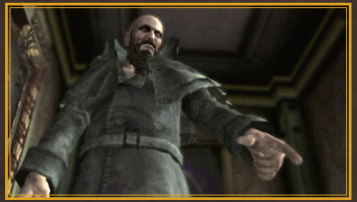


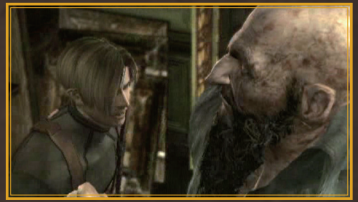


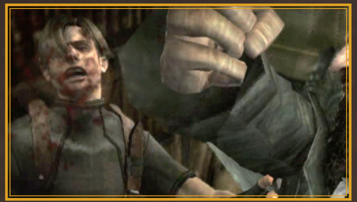


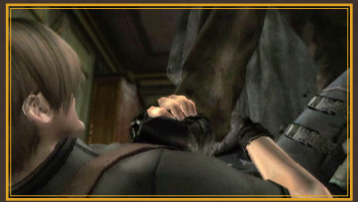


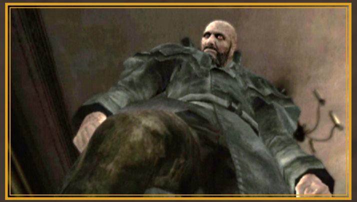


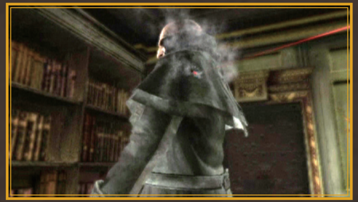


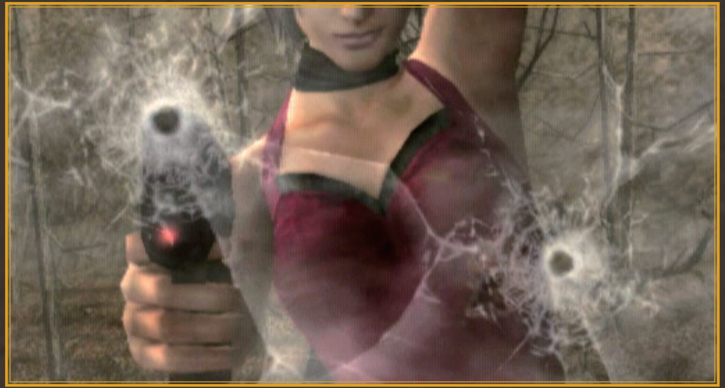


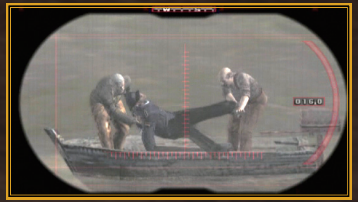


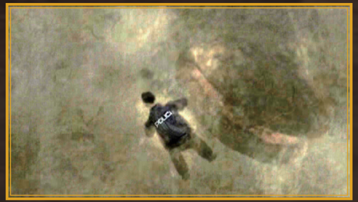


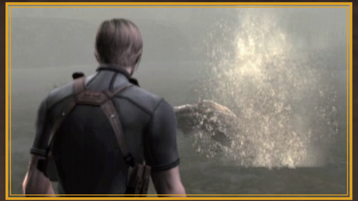


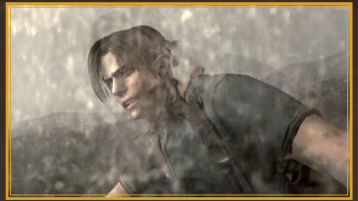


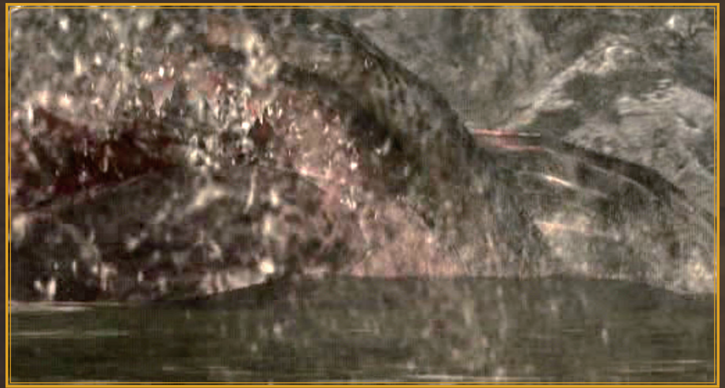


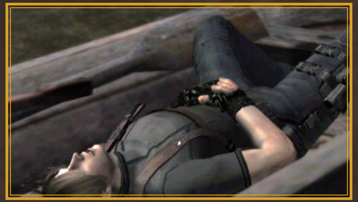


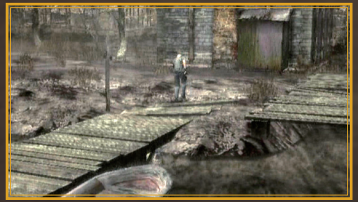


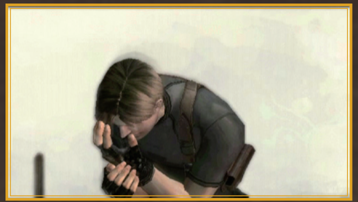


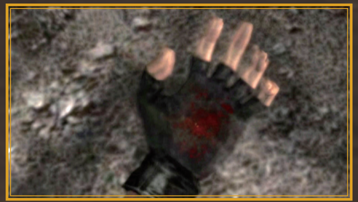


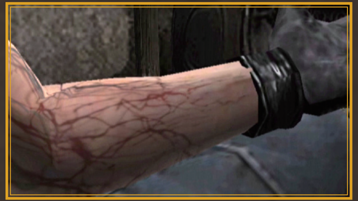


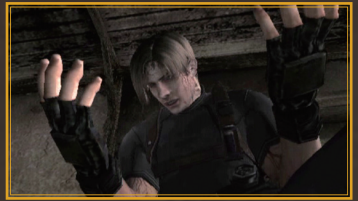












4

Leon found the church. It was completely quiet, and the door was shut tight. He would need a key to get in. Forcing his way might put Ashley in even greater danger. Leon had a new goal: he had to search the village for the key.

Two villagers were riding a small boat into the misty lake. They had the body of the young cop with them, which they threw into the water. The ripples around the floating body suddenly turned to waves as the head of a huge, stone-skinned creature burst forth from the surface. The salamander-like creature devoured the officer's body, then sank again with a roar. Feeding time, it seemed.

Leon made his way to the shore, and set out in a boat.

It appeared before him on the misty lake: The great creature burst forth from the water, seeking to devour the boat itself. Leon harpooned it over and over again, and when the battle was over, it sank back below the water.

Leon disembarked at the far shore, heading for a small hut. There, he was beset by a sudden pain running through his chest. He covered his mouth and coughed, and found blood on his palm. Suddenly, his body felt heavy. The world around him went black. Cold sweat ran down his forehead. As he strode through the door, he went limp and passed out on the floor.

There was something squirming inside of his body, moving around in his chest, his stomach, and down his legs. That feeling of violation was more terrifying even than the pain. Leon looked down at his hands. Blue and red blood vessels traced visible lines up his arms. They swelled, pushing up against the skin, and then...

He heard a scream. Leon sat up, and realized that it had been his own. He had been unconscious in the small hut.

He contacted Hunnigan back at the base and explained the situation. She told him he had been out for at least six hours.

"I started to feel dizzy. Then I guess I must have lost consciousness."

"Maybe that has some connection to what the village chief was talking about."

Hunnigan's words reminded Leon of his strange dream, but he knew he couldn't stop to think about it. He had to hurry and find Ashley. As he dropped the call, he noticed a scrap of paper in the hut. Someone had left a letter for Leon. It gave him the location of the key to the church where Ashley was held. It had the following sentence added as a post-script:

About what's been going on in your body... If I could help you, I would. But unfortunately it's beyond my power.

Leon looked down again, to the hand which held the letter. It was still stained with blood.

CHAPTER 2: THE TERROR OF THE BLOOD

1

The chapel was a simple room. A narrow balcony ran around the outer circumference, with two iron grates blocking the way past. Leon discovered the mechanism to unlock the grates, and opened the door beyond.

Inside was what looked like a small store room. A blonde-haired girl was standing there: Ashley. When he called to her, she immediately threw a board at his head.

"Don't come!"

Leon became acutely aware of the gun in his hand. After being abducted and dragged halfway around the world by a creepy cult, it was only natural that she would be afraid when a stranger appeared brandishing a weapon. Leon holstered it, and spoke to her again.

"My name's Leon, I'm under the President's order to rescue you."

"What? My father?"

Her eyes shone with child-like hope as she looked up at Leon. He pulled out his radio and informed Hunnigan that he had Ashley in custody.

"Good work, Leon. I'll send a chopper over right away."

The extraction point was a place to the north-east of the village farms.

"Got it. I'm on my way."

Leon led Ashley out of the room and back into the chapel. But as they made their way down the ladder towards the exit, they heard a voice from behind.

"I'll take the girl."

The speaker was a man in a hooded purple robe, carrying a staff like a magician.

2

"My name is Osmund Saddler, the master of this fine... religious community."

The portraits he had seen everywhere in the town. The magician from his dream. It was the man who stood before him now: Saddler.

"What do you want?"

"To demonstrate to the whole world our astounding power, of course. No longer will the United States think they can police the world forever. So we kidnapped the President's daughter, in order to give her our power, and then send her back."

Behind Leon, Ashley whispered in shocked recollection.

"Leon, I think they shot something in my neck."

"What did you do to her?!"

"We just planted her a little...gift. Oh, there's going to be one hell of a party when she returns home to her loving father."

Saddler lowered his voice and continued.

"I believe I forgot to tell you that we gave you the same gift."

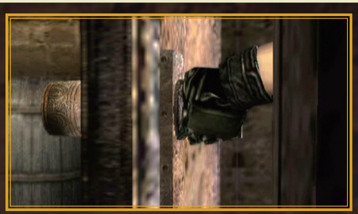
It all came back to him. That horrible nightmare... the prick of the needle.

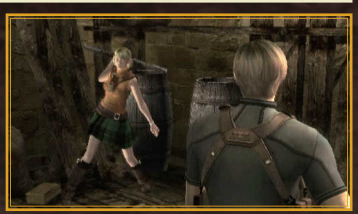
"I truly hope you like our small, but special contributions. When the eggs hatch, you'll become my puppets."

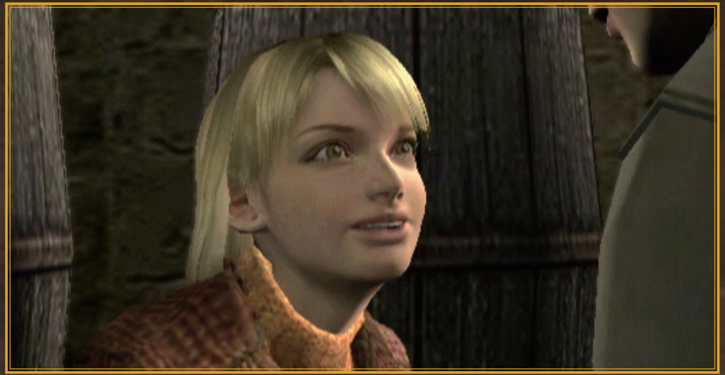
Leon didn't want to believe it, but he remembered all too well the suicidal behavior of the villagers.

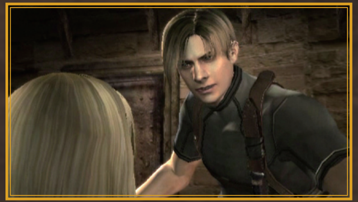
Just then, a pair of hooded men appeared, each carrying a flaming crossbow. Leon grabbed Ashley's hand and pulled her crashing into the stained glass window and out of the church.

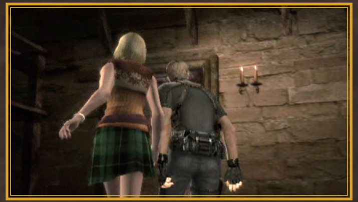
Outside, the rain was falling. Ashley lay on the wet ground for a moment, then looked up at him in fear.

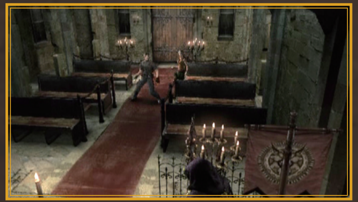


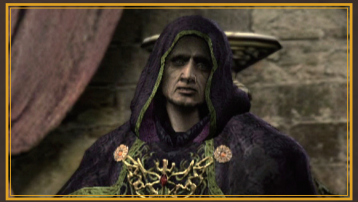


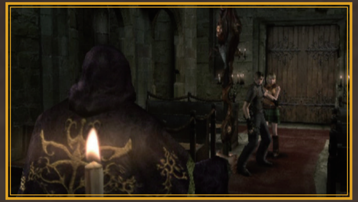


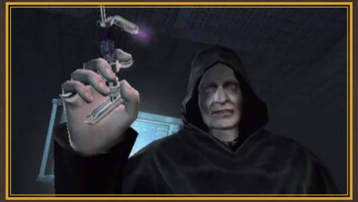


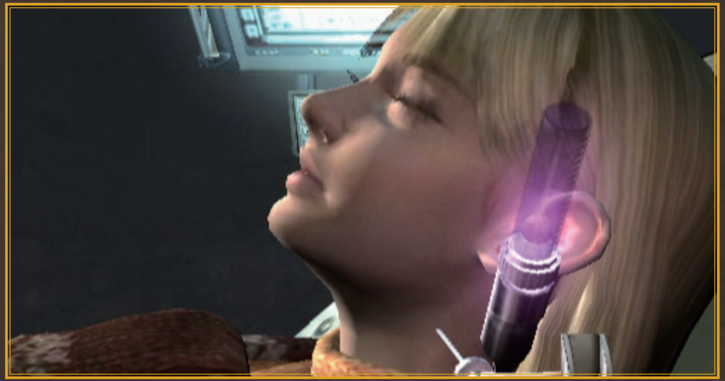


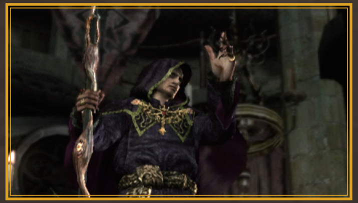


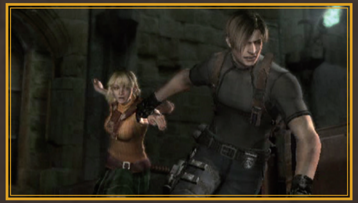












"Leon, what's gonna happen to us?"

Leon's response was as much for his own ears as for hers.

"Don't worry. We got into this mess, we can get out of it."

3

Heading eastward from the church, they fended off wave after wave of villager attacks. Leon wanted to move as fast as possible, but Ashley's presence made it hard. Still, she had turned out to be much tougher than he expected, and even helped him bypass a few obstacles.

It was just then that Hunnigan contacted him with some bad news.

"We've lost contact with the chopper. Someone must have shot it down, though we can't determine who."

"Great..."

"We're prepping another chopper for you. Meanwhile, I want you to head towards the extraction point."

It wasn't just losing the helicopter that bothered him. It was the idea that someone out there was anticipating their every move. He wondered if there might be a leak in the government's information department.

As they made it over a suspension bridge, they saw a crowd of villagers assembling before them. A torch-wielding mob was also coming up on them from behind. They dove for the shelter of a nearby cabin, where they were addressed by a man's voice.

"Small world, eh?"

It was Luis. He tossed the door bolt to Leon, and began speaking, his eyes on Ashley.

"I see that the President's equipped his daughter with ballistics, too."

"How rude! And I don't believe there's any relevance with my figure and my standing. Who are you?"

"Excuse me, Your Highness. Perhaps the young lady might want to introduce herself first, before asking someone his name?"

Even at a time like this, he was so laid back. It must have been the Latin blood.

"Her name is Ashley Graham. The President's daughter?"

Leon noticed Luis focused intently on Ashley's eyes. He murmured to him quietly.

"Don't worry. She's cool."

Luis must have known something about the thing they had put inside of Ashley and Leon. That was why the Los Illuminados cult was after him.

"Ehh, never mind. There's supposed to be some obvious symptom before you turn into one of them, anyway..."

"Look!"

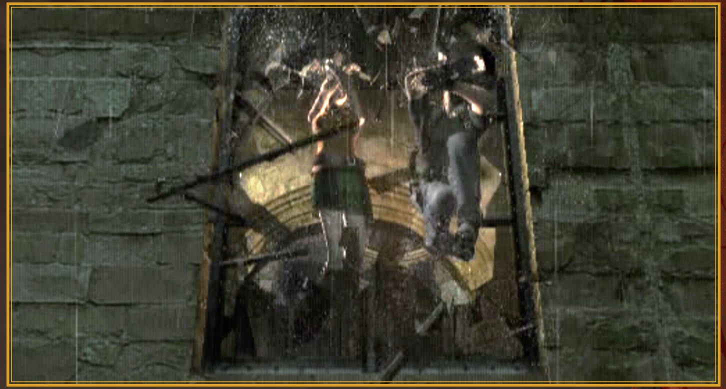
Ashley cut Luis off before he could say anything more. Torchlight was flickering in through the windows. The villagers had surrounded the hut, preparing to make their move.

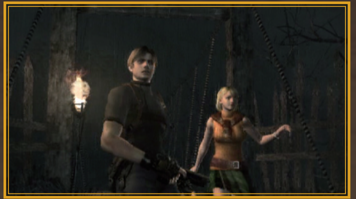
"Ashley, upstairs!"

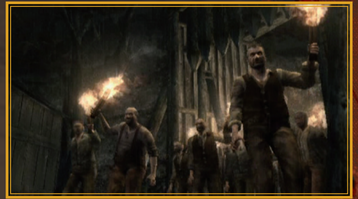
Luis stood next to Leon as they got ready for the villagers' entry. He had an old army pistol in his hand.

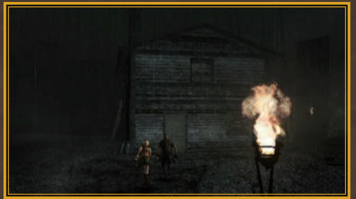
"Okay... it's game time."

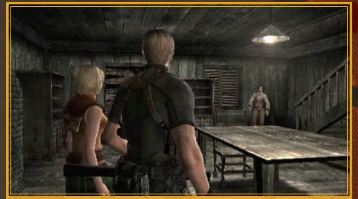
The villagers pounded on the door and poured in through the windows. Leon heard ladders being raised to the upper floor. They were coming in in waves from any point they could, but the two men held their own, with Luis proving himself quite capable in a fight.

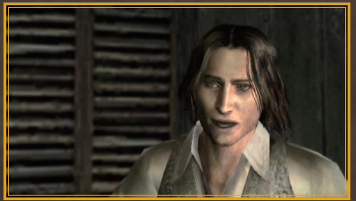


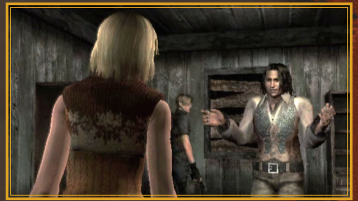


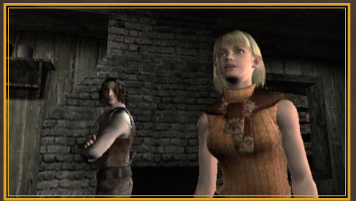


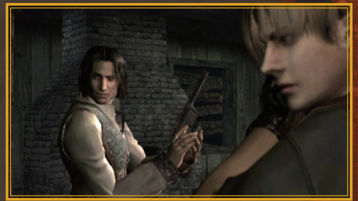


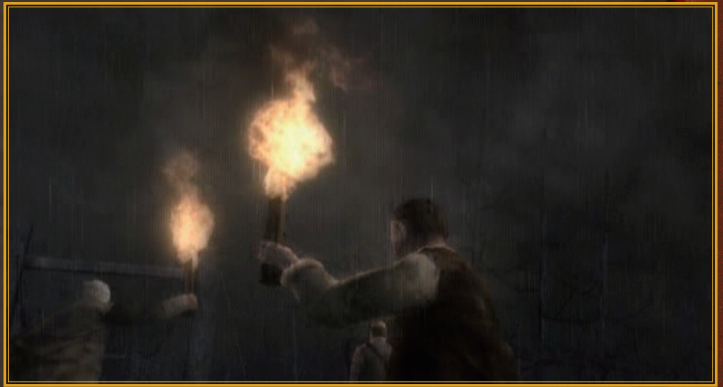


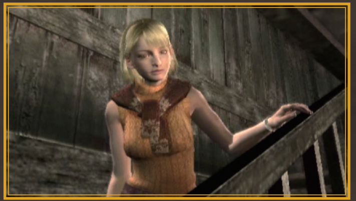


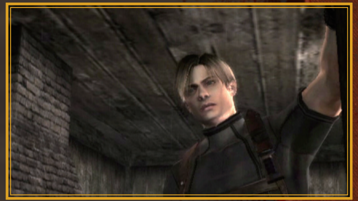


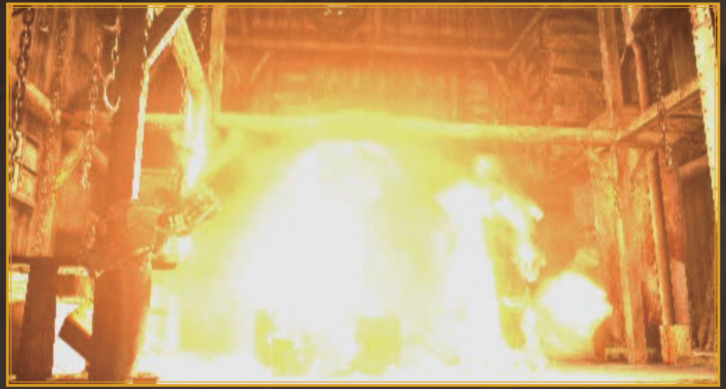


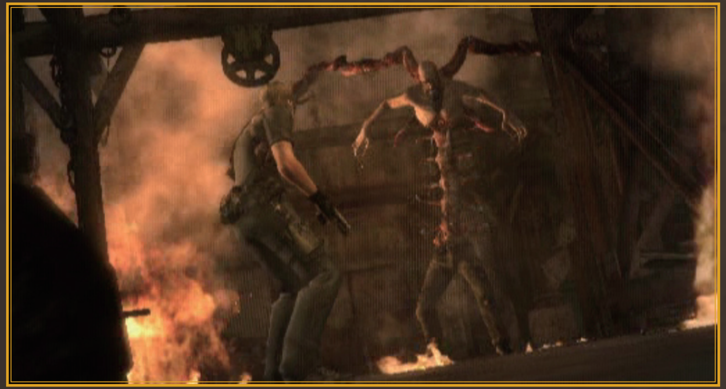












The bell rang-- No, was it just thunder? The footsteps from above began moving back to the windows, and the torch flame receded into the distance. As Leon lowered his gun, Luis turned toward him.

"What do we do now?"

"The bridge I crossed to get here is out, so I guess we have no choice but to keep moving."

Luis met Leon's eyes, then abruptly turned toward the door and started walking. He called back carelessly over his shoulder.

"I forgot something. You guys go on ahead."

Leon moved to follow him out the door, but Luis was out of sight. The night fog was creeping in all around them.

4

Leon and Ashley kept moving toward the extraction point, when they stumbled upon a suspicious-looking building. Leon told Ashley to wait outside, then opened the iron door and went in. Inside, it looked like a slaughterhouse. The place seemed abandoned. Farm tools, straw, wood, and metal canisters lay strewn about everywhere.

Leon felt something creeping up on him from behind. He turned around just in time for a large hand to clamp over his throat. The owner of the hand was the large man in the trenchcoat, Bitores Mendez.

Mendez threw Leon through the air and into one of the support beams. He then approached Leon, right hand raised. Leon dodged the blow and kicked over one of the metal drums. Gasoline flooded out of it onto the floor, pooling around Mendez's feet.

"Hasta luego."

Leon fired into the fuel, sparking a wreath of flame at Mendez's feet. The blaze burned higher, engulfing his coat. The drum canister exploded with a deafening roar.

At the center of the inferno, Mendez's body underwent a bizarre transformation. His tattered torso began to rise, supported on an elongated spinal column. Two scorpion tail-like protrusions burst from his back. It's as if there had been something inside him that was only now showing its true form.

Leon took his distance from Mendez and fired a series of shots at the monster's spinal column. The spine snapped under the force of the assault, leaving Mendez toppled on the burning floor in in two broken pieces.

It was not over yet, though. A black shadow leaped from the flames—Mendez's upper half. Using the protrusions on its back, it dangled from the rafters, looking down at Leon with lifeless eyes. Truly, it was tenacious. Mendez flew down at Leon, thrusting out with one of its scorpion tails. Leon winced in pain as the tip grazed his side, but he rolled along the ground and unloaded his payload into him.

With a final roar of agony, Mendez at last stopped moving for good. Looking down on his inhuman visage, Leon recalled the words he had spoken.

"You carry the same blood as us."

Those words seemed to linger in back of his mind.

CHAPTER 3: THE LITTLE DEMON, RAMON SALAZAR

1

Their pursuers were relentless, and the heat of the torches grew stronger at their backs. Leon and Ashley barely managed to escape and take shelter in the grounds of a nearby castle. As they made their way toward the main structure, suddenly, they heard a voice behind them.

"Leon!"

It was Luis.

"I've got something for you guys."

He rooted furtively around in his pockets, then swore aloud.

"Shit! I must have dropped it when I was running away from them."

"Dropped what?"

"A drug that'll stop your convulsions."

It was clear Luis knew a lot about what was infesting the villagers.

"Look, I know you are carriers. You've been coughing up blood, right?"

Luis was completely direct now, with none of his earlier kidding. Leon murmured in the affirmative, and Luis asked Ashley the same question.

"Yes."

"The eggs have hatched. We don't have much time."

His words called to mind what Saddler had said in the church—about "planting them" with a "gift."

"What are you talking about?"

"I have to go back and get it."

"Why are you--"

Luis brushed off the question.

"It makes me feel better. Let's just leave it at that."

2

As they entered the castle's main hall, they were greeted by a piercing laugh. A figure was looking down on them from the second floor terrace: a small man, dressed up like a renaissance noble. He was flanked by two hooded men who seemed to be acting as his bodyguards.

"Who are you?"

"Me llamo Ramon Salazar, the eighth castellan of this magnificent arcitecture. I have been honored with the prodigious power from the great Lord Saddler."

On a closer look, Leon realized that Salazar's face was covered in wrinkles. He was like an old man in the body of a child—a fitting master for the creepy old castle.

"I've been expecting you, my brethrens."

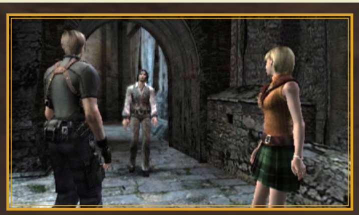
"No thanks, 'bro.'"

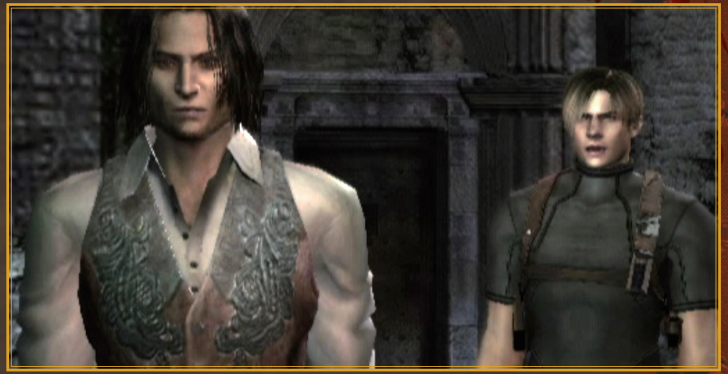
Salazar's words unsettled Leon. They seemed to imply that the parasite inside him was a link to the creepy little man.

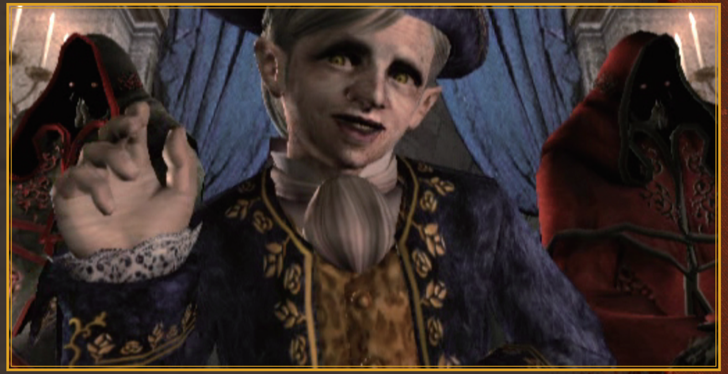
"My my, we've got a feisty one."

He clearly enjoyed provoking them.

"If you care for your own well-being, I suggest you surrender yourself and simply...become our hostage. Or, Mr. Scott, you can give us the girl because you're not worth a penny, I'm afraid. You can die."







Salazar let out a cackle, then disappeared with his hooded escorts. Leon watched him go, seething. Ashley spoke up.

"I am never turning into one of them! Never!"

Her eyes welled up with tears, and Leon suddenly felt ashamed of the expectations he had placed on her. No matter how tough she acted, she was still just a girl, battling with a nameless, invisible horror inside of her. Under the circumstances, she had been extraordinarily brave.

"Got that right. We'll find a cure."

His response was gently reassuring.

3

The castle was a maze full of armed cultists. Leon and Ashley progressed slowly through its rooms and passageways, but had no way of knowing whether their path would take them to safety.

On their way down one long hallway, Ashley suddenly began coughing. She put a hand over her mouth, and blood leaked out between her fingers.

"You alright?"

Leon put a hand on Ashley's shoulder, but she shook him off. The fear that was eating at her had finally become too much to bear.

"I'm fine! Leave me alone!"

Ashley began to run off down the hall. Suddenly, a row of spears shot up from the floor between her and Leon, separating them with their metal bars.

Row after row of spears burst upwards, forcing Ashley down the corridor. As she backed up against the wall, metal restraints lashed out of it, pinning her before it pivoted her around to the other side. Leon could hear her screams from beyond the wall. He shouted,

"Don't worry, Ashley! I'm coming for you!"

His transmitter vibrated. Leon quickly answered it.

He was met by a shrill cackle.

"Salazar! How did you…"

"We've jacked the line. We didn't want you telling everyone any unnecessary information."

"Where's Ashley!?"

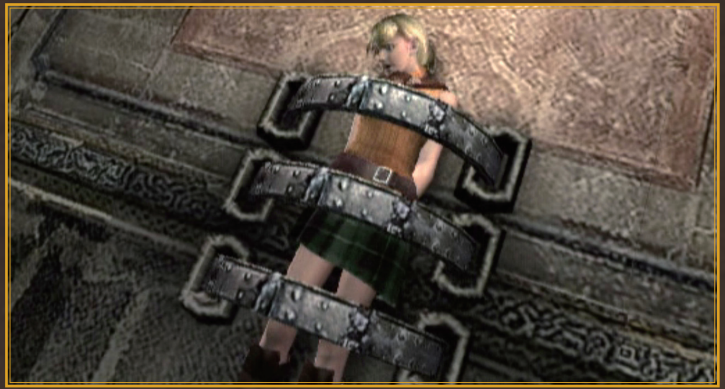
"Aw…So she fell into one of our wonderful traps. We'll make sure we find her. Don't you worry about her."

Leon knew that his first priority was saving Ashley. He would deal with Salazar later.

4

Leon made his way to where Ashley was waiting for him, navigating both the castle's intricate network of traps and sporadic attacks from the cultists. On his way, he discovered some very interesting memos documenting the researchers' experiments with the parasites.

The Los Illuminados cult called the parasites "Las Plagas" and those implanted with them, "Los Ganados." It seemed the cultists had begun researching the Plagas after exhuming their fossilized remains from beneath the castle. Leon couldn't help but notice that many of the memos bore Luis's name.



He was searching a guest house on the west side of the castle, when he suddenly felt a gun at his back.

"Put your hands where I can see them."

It was a woman's voice.

"Sorry, but following a lady's lead just isn't my style."

"Put them up. Now."

She would have to be a formidable opponent to sneak up on him unaware—but if she really wanted to kill him, she would have done it already.

Leon turned around, putting his opponent in an arm-lock as he grabbed at the gun. The woman didn't miss a beat, lowering her body to break out of the hold and kick the gun away, then somersaulted forward to catch the weapon on its downward arc. But just as she caught it and turned it on him, she felt a sharp line of cold steel at her neck. It was Leon's knife.

"Bit of advice, try using knives next time. Works better for close encounters."

Before him stood a raven-haired beauty in a red dress – a familiar one, at that.

"Leon. Long time, no see."

"Ada…"

Ada Wong, mystery woman. They had fought together six years ago during the T-Virus outbreak in Raccoon City. She had thrown herself in front of an attack meant for Leon. He thought she had died for him that day…

But then, back when he started doing missions for the U.S. government, he began hearing rumors about a woman matching Ada's description. He had no doubt that the woman standing before him was Ada herself.

"So it is true."

"True? About what?"

"You, working with Wesker."

"I see you've been doing your homework."

Albert Wesker had once been commander of Raccoon City's elite S.T.A.R.S. division, but had sold out his own men to realize his ambitions. An infamous shadow man, his name had come up time and again in connection with certain international incidents, usually T-Virus outbreaks.

Leon's knowledge of Wesker came not only from government reports, but from the testimonies of some of his closest friends. It was hard to believe that the Ada who had saved his life could be working with such a man.

"Why, Ada?"

"What's it to you?"

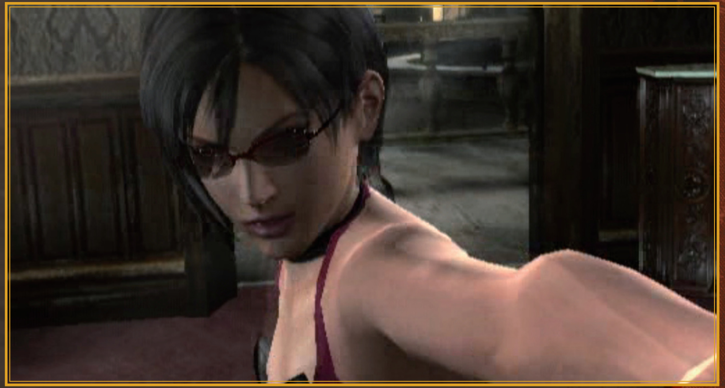
Ada dropped her sunglasses. She avoided his gaze, and stared off into space.

"Why are you here? Why'd you show up like this?"

Just then, her sunglasses exploded with a flash, forcing Leon to cover his eyes. She took the opportunity to snatch her gun from the floor. When Leon turned back to her, she was already halfway to the window.

"See you around."

With that, she vanished.



5

Leon found himself in a large chamber near the center of the castle. He was sure he was nearing the other side of the wall where Ashley had disappeared.

"Leon!"

He turned around to see Luis Sera standing there. Luis raised his arms with a triumphant smile. In his left hand he was gripping a sample case.

The sound of ripping flesh rang through the room, and the sample case fell from Luis' hand. A blade the size of his head was protruding from his chest, mounted on a long tentacle. Blood spurted from the wound as the tentacle lifted Luis' body higher.

"Luis!"

The tentacle shook Luis' body off, deposited him unceremoniously on the floor, then withdrew. Saddler was standing behind them, the tentacle retracting back under his robe.

Saddler picked the sample case up off the floor, and spoke in satisfaction.

"Now that I have the sample, you serve me no purpose."

"Saddler!"

"My boy Salazar will make sure you follow the same fate."

Saddler sneered at Leon, then left the chamber. Leon ran up to Luis, who was now lying in a pool of his own blood. Leon spoke to him.

"Stay with me, Luis."

Luis coughed, squeezing out the words.

"I am a researcher...hired by Saddler."

That explained why he knew so much about the Plagas.

"He found out what I was up to."

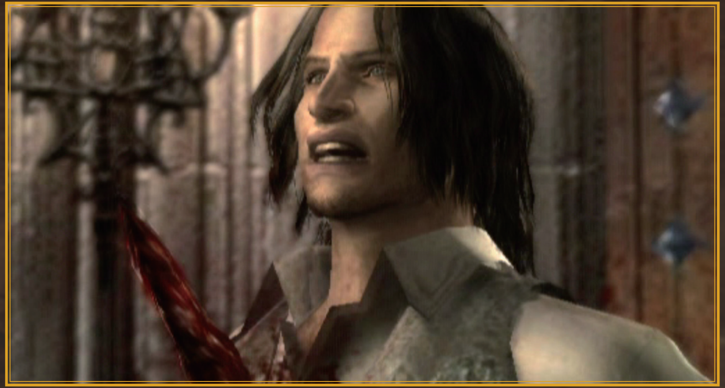
"Don't talk."

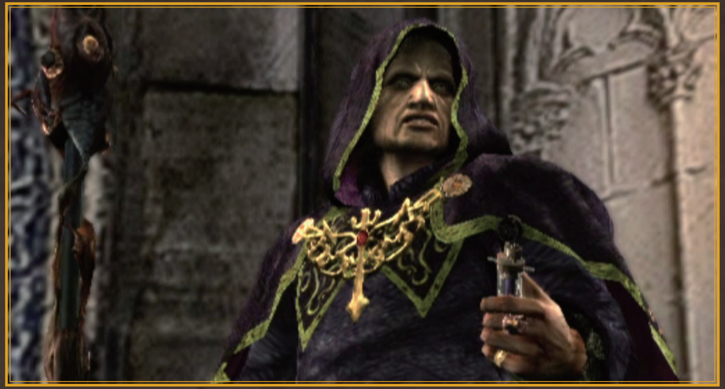
Leon pressed a hand onto the wound to stop the blood, but Luis forced it aside. He held up a small bottle of pills.

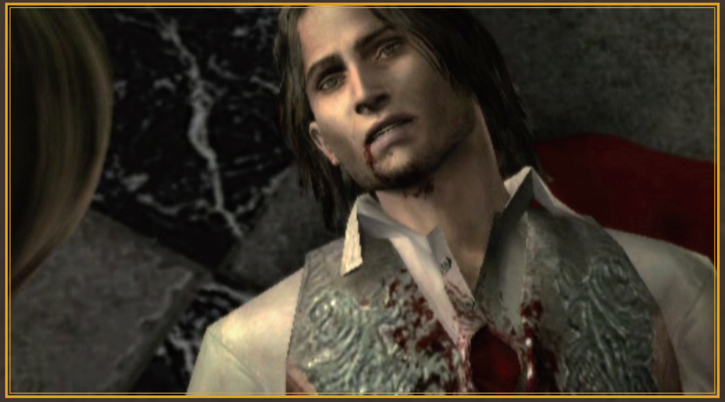
"Here. It should suppress growth of the parasite."

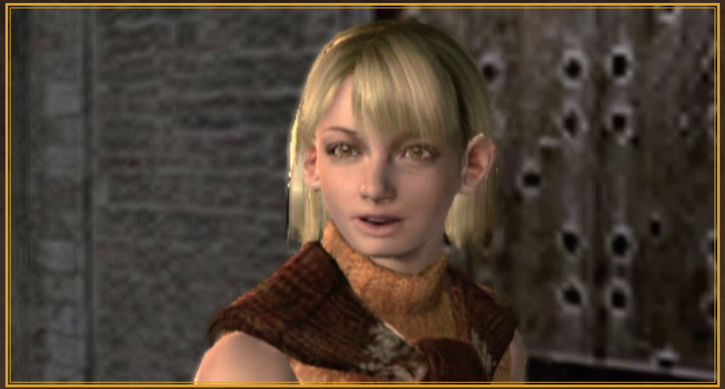
Luis' pupils dilated. The light was fading from his eyes. With his dying breath, he whispered his last wish to Leon.

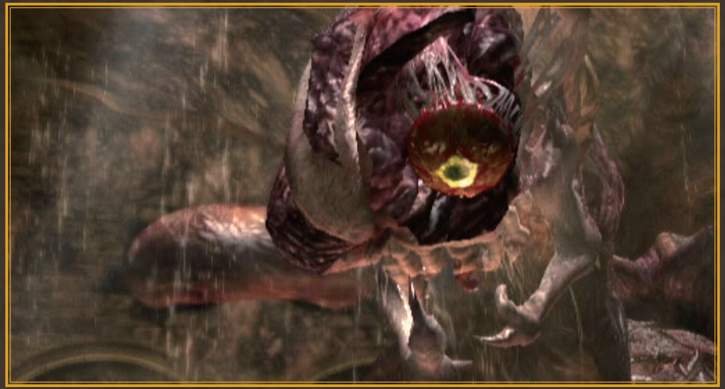
"The sample...Saddler took it. You have to get it back."











6

Leon managed to free Ashley, but as they continued through the castle, a humanoid insect snatched her away. Leon left the castle in pursuit, and caught sight of a tall tower in the distance. Through his binoculars, he could see Ashley being coerced into the tower, led there by Salazar.

When Leon arrived at the top of the tower, he found Salazar standing in front of an altar. His black-hooded bodyguard was with him, and his eyes were focused on something above and beyond the altar. On realizing that Leon had come in search of Ashley, Salazar turned to him, smiling like a boy who had just played a devilish prank.

"Ah, you just missed her. The ritual is over. She left with my men to an island."

A huge flower adorned the wall beyond the altar. But it wasn't a mere decoration—it was actually growing out of the wall! Feelers undulating in the air around its base.

"I think it's time I paid my due respects towards your impressive and stubborn will."

The feelers wrapped around Salazar and his bodyguard, and drew them both into the central petal mass. The petals closed around them and pulsed in an unsettling matter. Suddenly, a huge tentacle burst out from the open bloom. At the end of it was a grotesque face, which looked down at Leon with its unnaturally swollen left eye. Back at the base of the tentacles, Salazar had fused with the flower, his torso protruding from the blossom itself.

"Monsters..."

The room shook violently, and another two tentacles broke through the walls of the tower. It was almost as if it was a parasite infesting the tower itself.

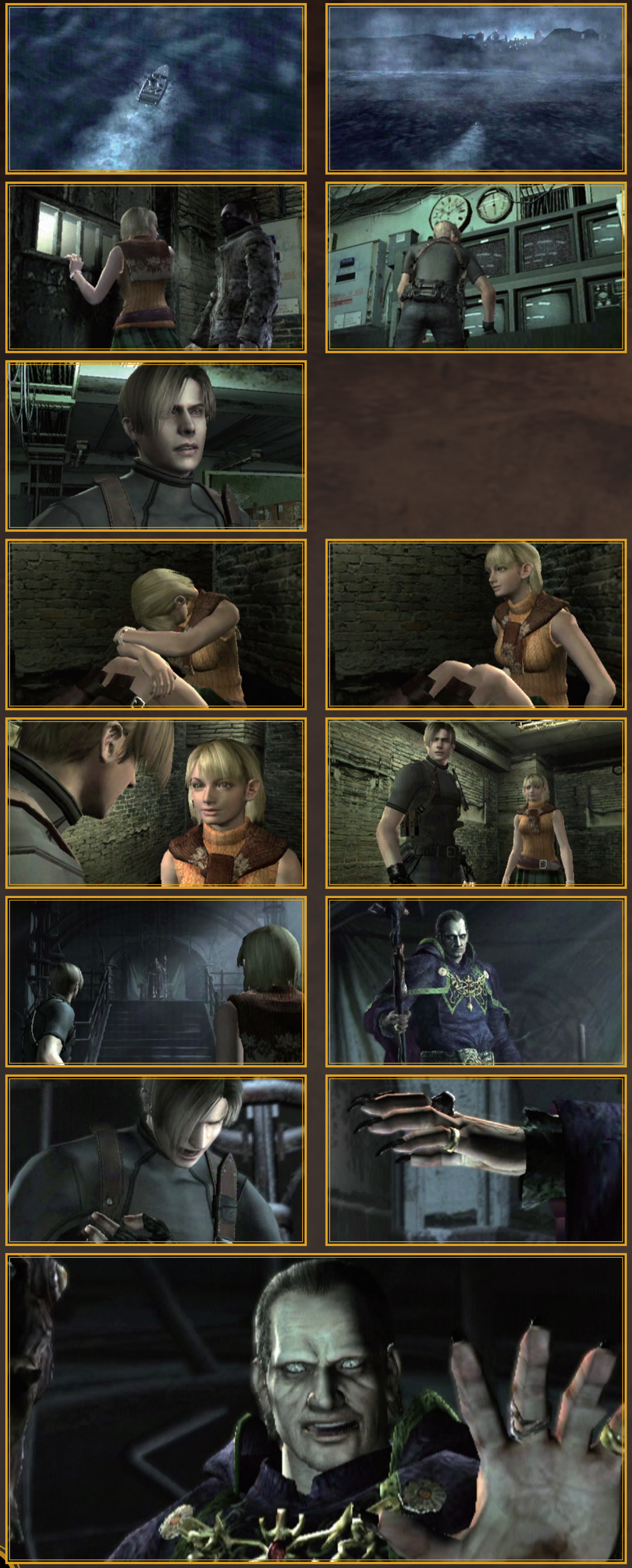
"Guess after this there'll be one less to worry about."

Leon slipped through the tentacles, switching between attack and defense. He aimed his gun at Salazar's head and pulled the trigger.

The bullet pierced Salazar's forehead, causing his body to slump like a puppet with its strings cut. The tentacles extending from the main body of the monster and growing out of the wall instantly shriveled and fell.

Perhaps this was what Salazar wanted: to become a martyr for his faith. Leon spared that last thought for him, then stood up and walked away.

CHAPTER 4: SHOWDOWN WITH AN OLD FRIEND



1

The vague silhouette of an island could be made out through the night ocean fog; it became clearer as they drew closer. Dawn would break soon. Leon sat in the motorboat's passenger seat, surveying the industrial buildings that lined its cliffs.

The driver of the boat was Ada Wong. She had been there when Leon arrived at the castle dockyard after defeating Salazar. It was almost as if she had been waiting for him. He didn't ask if she was there to help him or for some other purpose. He just gazed at her profile in thoughtful silence.

"Got some business to take care of."

Ada noticed that Leon was looking at her and gave the steering wheel a quick turn, slamming the boat into the base of the cliff. She pulled her grapple gun from her thigh holster and shot a wire at the cliff head, mounting the distance in an instant.

"See you later."

Ada's form vanished into the fog. Leon grabbed the wheel in panic, then righted the crawling boat.

"Women."

Leon landed on the island, and realized that it was a mining camp. As he followed the winding paths inside, the workers came to attack him, with axes, crossbows and dynamite. There was no question that they were infested by parasites. Some had fully-grown Plagas inside and kept going, even after they lost their heads.

Leon discovered a control room inside the main structure, and used the security cameras to pinpoint the store room where Ashley was being held. Rushing forward in determination, he found a card key in what looked like a laboratory, and used it to enter her makeshift cell.

"Leon!"

Ashley was huddled up in the corner. When she saw Leon, she smiled and stood immediately.

"You okay?"

Ashley seemed calm. She nodded to him quietly. It seemed they still had some time.

"Come on, let's get out of here."

2

The three-legged race resumed. The team fought in mining carts, dove into trash compactors, and pulled through a number of tight situations. Ashley followed Leon's instructions, showing all the decisiveness one would expect from the President's daughter. Despite occasional complaints, she understood that he knew what was best for her.

Waiting for them in the underground escape passage was Osmund Saddler. He seemed pleased as he looked them over.

"I can feel them, growing ever-so-strongly inside you."

Leon felt his rage overflow at being reminded of the Plaga inside him. As Saddler raised his hand, a crippling pain ran through his chest, and he fell writhing to the floor.

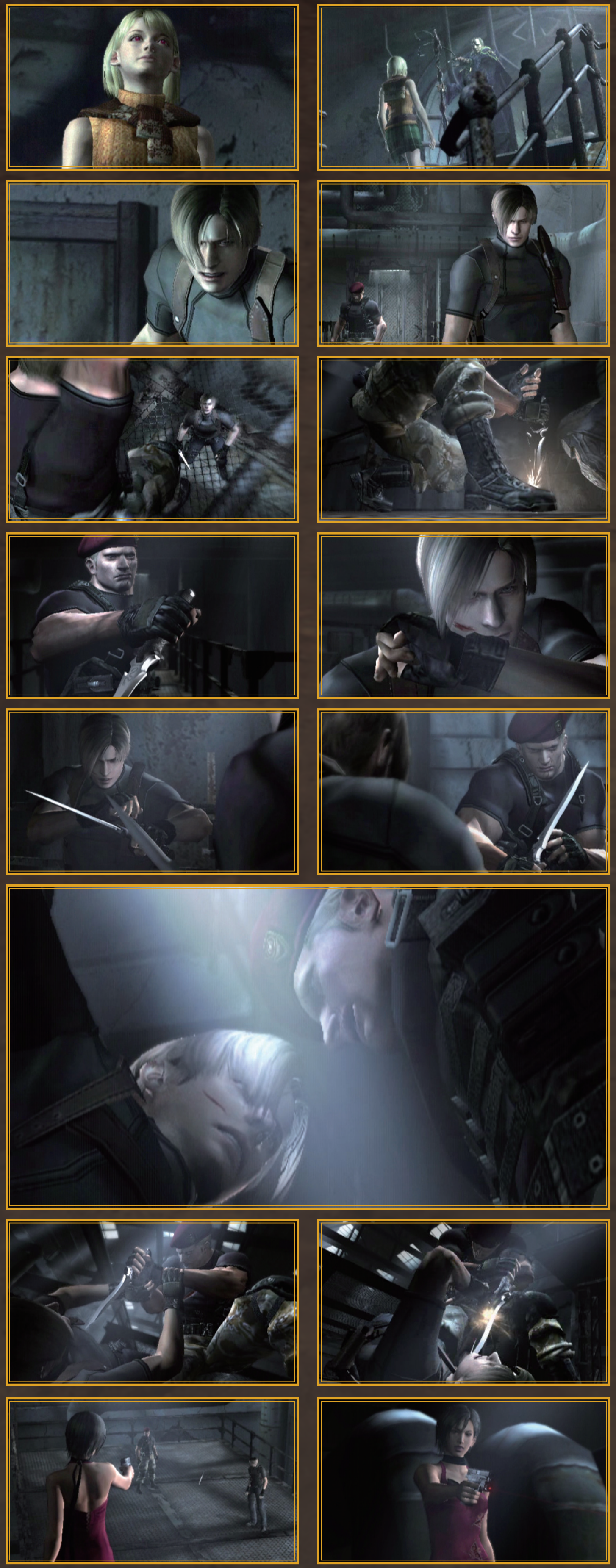
"Perhaps you can resist, but you cannot disobey."

Saddler turned his hand to Ashley.

"Now, come to me, Ashley."

Ashley's expression went blank as she looked at Saddler, and her eyes took on the same red glow as the villagers'. She began to walk forward, as if pulled by an invisible string.

By the time Leon's pain died down, the two were already gone. He picked himself up on trembling legs, and realized he couldn't deny his situation any longer.



"It's already begun..."

As Leon ran once more in pursuit of Ashley, he eventually reached an expansive underground complex. It looked less like a mining institution, and more like a large-scale research laboratory.

He sensed someone behind him and turned...but no one was there. Then, sensing an attack from above, he rolled backwards. He looked up just in time to see a man plunging a knife into the floor where he had just been. The man turned, and slowly raised his eyes to him.

"Been a long time, comrade."

Leon knew the man.

"Krauser..."

Jack Krauser. He and Leon had once fought together as fellow soldiers. But soon afterward, Krauser had...

"I died in a crash two years ago. Is that what they told you?"

Krauser took his distance. He began to circle Leon, like a predator sizing up his prey.

"You're the one who kidnapped Ashley."

Krauser answered Leon's question indifferently.

"You catch on quick. That's expected. After all, you and I both know where we come from."

Suddenly, Krauser swung his knife. Leon dodged by a hair, then thrust his own at Krauser's throat. Krauser bent backwards to dodge, then stepped back to appraise his enemy again.

This man was a professional knife-fighter, trained by the US Army. Leon knew he wouldn't be an easy opponent.

"What do you want?"

"The sample Saddler developed, that's all."

"Leave Ashley out of this!"

"Oh, I needed her to buy Saddler's trust in me. Like you, I'm American."

The exchange of swipes continued. They two ended up grappling, but Krauser broke the hold, whipped around, and kicked Leon in the back. Leon fell, his knife clattering across the floor. Krauser walked up to the fallen Leon and whispered to him.

"All for Umbrella's sake."

"Umbrella?"

"Enough talk. Die, comrade!"

Krauser leaped through the air and brought the knife down on Leon. Leon caught it with both hands, but with Krauser's weight behind it, the tip of the knife was still inching towards his throat.

There was a gunshot, and Krauser's knife went flying. Leon kicked him in the stomach and got to his feet. Krauser looked at where the shot had come from, and spoke, his voice dripping with sarcasm.

"Well, if it isn't the bitch in the red dress."

Ada held the gun on him. Krauser looked back at her in silence, then turned a glare to Leon.

"You may be able to prolong your life, but it's not like you can escape your inevitable death, is it."

As Krauser disappeared, Ada walked up to Leon, inquiring.

"You knew each other?"

...and Krauser seemed to know Ada. Leon pressed her for answers.

"Maybe it's about time you told me the reason why you're here?"

"Maybe some other time."

With that blunt response, Ada left the room.

3

In an artificial tunnel through the ground, Leon found a memo that Krauser had written to his allies. It explained that the reason he had insinuated himself into the Los Illuminados cult was to obtain a sample of the Plaga. Krauser had been working with Ada under Wesker's orders, so somewhere along the line, things must have gone awry between them.

He came out of the tunnel and into the ruins of an ancient city – he wondered if its inhabitants had once dealt with those abominable parasites, too.

"So, you two are all hooked up now, is that it?"

It was Krauser. He was looking down at Leon from a rampart.

"Where's Ashley?"

"Do you really want to know? She's beyond that gate."

Krauser indicated a stone doorway near the back of the ruins. He told Leon that he would need three insignias to open the door. Two insignias were hidden in the ruins.

"And let me guess...you got the last one."

Leon had guessed right: Krauser was here to settle things between them, once and for all. He had been given the order to dispose of Leon, and with his skill, he could have easily dispatched him from a distance. But Krauser didn't want that. He wanted to fight Leon man to man, and he would—whether Leon liked it or not. It was the only way to know who was truly the greater soldier.

Krauser readied his sub-machine gun. Leon dodged the hail of fire as he ran off to recover the two insignias, then called up to him.

"What do you intend to do, restoring Umbrella?"

"To bring order and balance to this insane world of ours."

Was he being serious? Surely the true insanity was using viruses and parasites to control humans! Leon spoke.

"A psycho like you can't bring order or balance."

"You don't seriously think a conservative mind can chart a new course for the world, do you?"

Krauser threw his gun away and raised his left hand to the heavens. It swelled, his fingers merging into a talon as a row of blades burst out of his arm. It was clear he had already taken a Plaga inside of him.

"Witness the power!"

Krauser's eyes glowed with a red light.

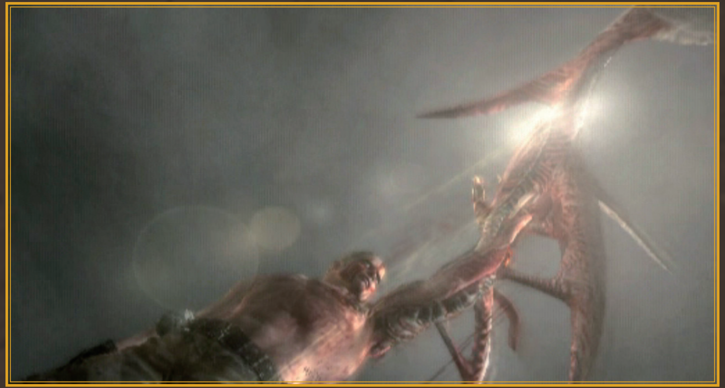
"Prepare for your death, Leon."

Krauser covered the distance to Leon in an instant, thrusting forward with his new blade arm. Leon barely managed to dodge his strikes and fired off a counterattack, but Krauser flipped back, dodging the bullets. This was the power his mutated body had given him.

Their showdown to the death continued.

Krauser turned his blade into a shield to deflect Leon's bullets, then slowly walked forward. He tripped Leon and sent him falling to the ground, then tried to skewer him with his blade. Leon evaded quickly, and sliced at his opponent's leg with his knife. As Krauser fell to his knees, Leon pointed his gun at his head. He pulled the trigger without a moment's hesitation.

Krauser stood for a moment, uttering a groan...then fell to the ground, motionless. A pool of blood spread around him as his left arm withered silently.



CHAPTER 5: THE LAST OF SADDLER

1

Leon left the ruins and made his way to the mining complex, where a large crowd of Ganados were waiting. The structure was fortified with barricades and search lights, its defenders armed with rocket launchers, crossbows, and even gatling guns. Approaching the makeshift fortress would not be easy.

Just then, Leon heard a helicopter's rotors in the sky above. It was the United States helicopter he'd been waiting for.

"Man, it's about time."

"Sorry, bad traffic. I'll cover you."

The pilot turned its vulcans on the fuel supply tank on the side of the fortress. It exploded and wreathed the Ganado outpost in flames.

"Now that's what I call backup!"

Leon spoke over the radio, openly glad for the support. The pilot responded cheerfully.

"The name's Mike. You lookin' for firepower, you come to the right place."

When the gatling guns held Leon back, Mike used his vulcans and rockets to blow up their turrets. Mike allowed him to slip past the barricades, towards the staircase at the back.

He had just come out to the opening at the top of the cliff, when a group of armed Ganados appeared. They surrounded Leon.

"Take cover!"

Leon reacted immediately to Mike's directive. He dove behind a pillar as the helicopter's vulcans laid down suppressive fire. The Ganados spread in panic beneath the rain of bullets; none escaped alive. Leon raised his eyes to the hovering helicopter, and expressed his thanks in a warm voice.

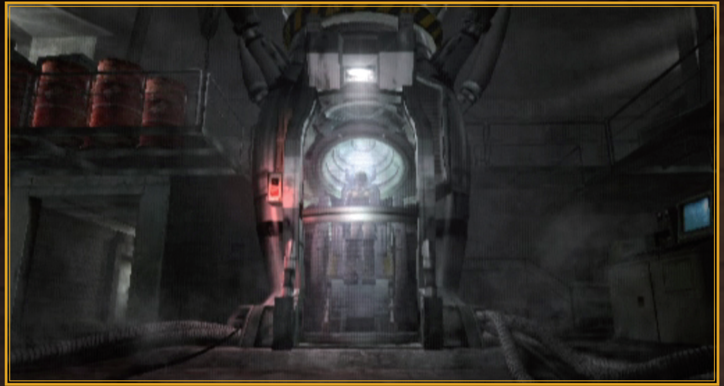
"Thanks. When we get out of here, drinks are on me."

Suddenly, there was a bright flash of light, and the helicopter exploded. Smoke billowed from the wrecked machine as it plunged off the cliff.

"Mike!"

Leon turned to see a Ganado carrying a rocket launcher standing on top of a turret some distance away. Saddler was beside him.

"I'll make sure you're the next to go, Saddler."



2

Leon infiltrated the island's underground structure, and eventually found Ashley. She was locked inside a large capsule chamber. Leon tried to run up to her, but Saddler's voice stopped him.

"You'll soon harbor an awesome power. Yet it seems you would rather choose death."

"I'm taking Ashley back, whether you like it or not."

"Ah, the audacity of youth."

Saddler slid across the ground to close the distance, and struck Leon's chest with the heel of his right hand. Leon was powerless to dodge, and slammed into the capsule behind him. He coughed as the pain ran through his chest. Saddler drew close, a laugh rising in his throat. His left hand was extended towards Leon, just as it was when he had kidnapped Ashley.

Piercing gunshots ran out. Saddler stopped and turned around, his eyes falling on a woman in a red dress. It was Ada, laying down fire with a sub-machine gun.

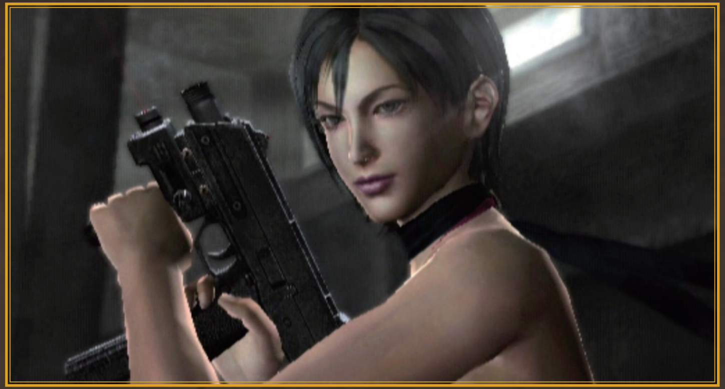
"Leon, now!"

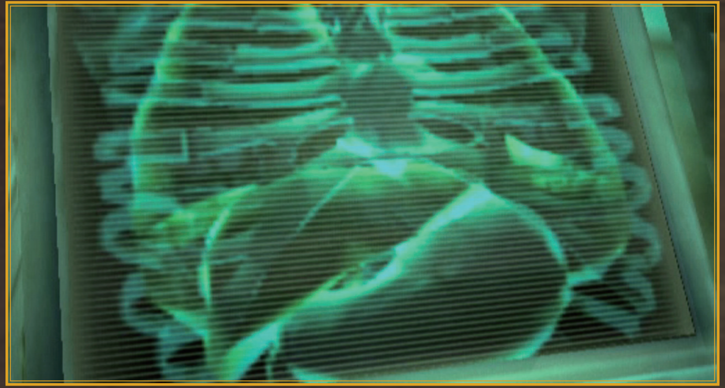
With Ada holding down Saddler, Leon was able to release Ashley from the capsule.

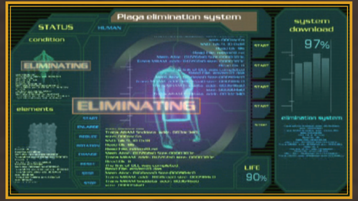
Just then, Saddler let out a low groan, accompanied by the sound of creaking flesh and bone. Just as with Mendez and Krauser, it was clear that Saddler also had a Plaga inside of him.

"Move!"

On Ada's urging, Leon took Ashley for the exit. Behind him, he heard the rapid fire of the machine gun, followed by some kind of explosion. It took everything he had not to look back. He hurried forward with Ashley in tow.







3

On their way out, Leon discovered some data concerning the Plagas. It seemed that a special kind of radiation could be used to purge a Plaga from the body, as long as it wasn't yet fully grown. However, if the Plaga was already matured, destroying the Plaga could also kill the host.

The memo was signed by Luis Sera. Even in death, he had provided the answer to their prayers.

That Leon and Ashley found the operating room was almost as if Luis had planned it. The room seemed long abandoned, but the equipment was still working. Leon turned it on and examined the control panel, then lay down on the operation table. Ashley asked if it would still work.

"There's only one way to find out. You operate."

An x-ray image appeared on the control panel, showing the Plaga inside Leon's chest.

"You sure you want to do this?"

"Yeah."

Ashley began to operate. Leon groaned as the radiation targeted the Plaga inside his body. It was as if all the pain sensors in his body were firing at once. After a while, the machine stopped, and the x-ray showed the complete evaporation of the Plaga.

It was Ashley's turn, now. She had been infested with a Plaga long before Leon, and as he began the treatment, Leon prayed that the pills Luis had given him had done their job.

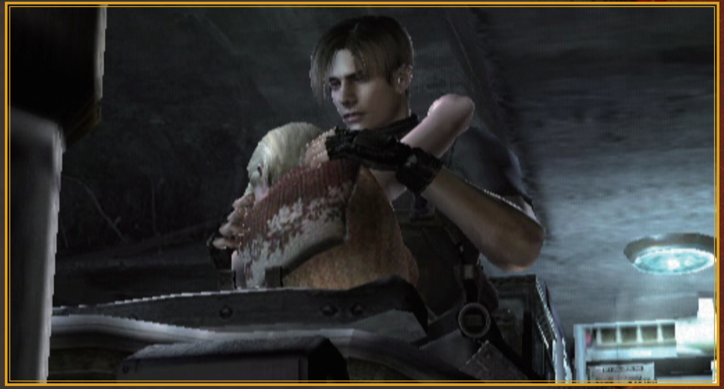
Ashley screamed in agony as the Plaga inside her body began to writhe, but Leon could only watch helplessly. At last, the radiation stopped, and the screen reported that the purging was complete. Still, Ashley didn't move.

"You okay?"

Ashley slowly opened her eyes, and hugged Leon. Freed from the immense burden that had been forced upon her, her long-repressed emotions overflowed.

Leon put a hand on her shoulder, and spoke.

"I don't know about you, but I think it's time we go home."



4

Leon made it outside with Ashley, and checked the surroundings. Close by was a giant steel tower. Leon was sure they were being watched, so he ordered Ashley to stay where she was, then rode the lift up the metal structure.

At the top, he found Ada bound, hanging at the end of a rope. She had allowed Leon and Ashley to escape, only to get captured herself. Before her stood Osmund Saddler. He raised is hand to activate the parasite inside Leon, and stepped toward him, slowly.

"Better try a new trick, because that one's getting old."

Leon threw his knife, and cut through the rope binding Ada. Saddler let out a laugh.

"What's so funny?"

"Oh, I think you know. The... 'American prevailing' is a cliche that only happens in your Hollywood movies. Oh, Mr. Kennedy, you entertain me. To show my appreciation, I will help you awaken from your world of cliches."

Slowly, he opened his mouth to reveal a giant, staring eye. As the eye turned to Leon, Saddler's body began to shake and transform.

A talon pierced through his neck from the inside, and from there, the parasite burst outwards, forcing off his head. Four insectoid legs broke out of his neck, followed by a tentacle. Saddler had become a monstrous arthropod.

The monster's tentacle slammed Leon to the ground, then tried to slice him open with its sharpened tip. Its body was like a living weapon, and its onslaught seemed unstoppable. Leon went on the defensive, looking for a weak point. As he desperately avoided the attacks, he realized that there were eyeballs set at all the monster's joints.

The monster let out a scream of pain as Leon shot out the eyeballs on each of its legs. But no matter how many times the monster stumbled, it always rose again, forcing Leon into a corner. This inexhaustible unwillingness to die...was this the 'power' of which Saddler spoke?

"Use this!"

At Ada's cry, something fell down at Leon's side: a rocket launcher. He picked it up and aimed at the approaching monster. The warhead it released ran the creature through. There was a momentary flash, and then an explosion. Chunks of its body flying as the monster withered into a smoking mess.

Beside the monster's remains fell a familiar glass tube. That was the parasite "sample" that Luis had talked about.

"Sorry, Leon. Hand it over."

Leon turned to see Ada holding a gun on him. So, this was what she was after after all. He handed her the sample, and looked at her again.

"Ada, you do know what this is."

Ada gave him a smile in lieu of a response, then ran to the side of the tower. She jumped off and boarded a helicopter that was waiting for her there. She waved the hand holding the sample.

"Gotta go. If I were you, I'd get off this island, too."

Ada took out a hand-held device, and pressed the switch. An alarm began to sound.

"She really pushed it!"

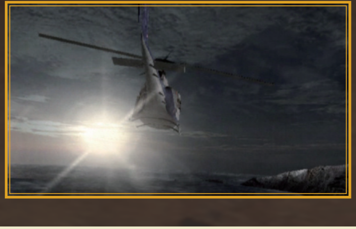
Explosive charges began to go off all around the island.

"Here, catch."

Ada threw something to Leon. Then, her helicopter took off for the horizon.

What Ada had left behind was a key to a jet ski. A small teddy bear dangled from the keyholder.

"Very cute."



EPILOGUE: A NEW DAWN

"We have to get off this island now, It's gonna blow any minute."

As he got down off the tower, Leon grabbed Ashley's hand. Without waiting for a response, he pulled her towards a drainage canal. A jet ski was parked there. He used the key he had gotten from Ada to start the engine. Ashley boarded behind him and, Leon rushed down the tunnel. He was sure it would lead them to the ocean.

There was a roaring sound around them as they made their escape, and massive explosions rocked the whole island.

"Waves! Behind us!"

Ashley looked back and raised her voice. A tidal wave was pressing down on them from the tunnel.

"I know! Just hold on!"

The light was coming into view. Leon set the jet ski to full throttle. Just before the wave hit them, they emerged out onto the open water. The wave crashed behind them, its spray creating a rainbow in the sky.

"Come on. Let's go home."

Leon spoke to Ashley over his shoulder.

"Sounds like a great idea. Mission accomplished! Right, Leon?"

"Not quite. I still have to get you home safe."

Leon hit up the throttle again, and sped them towards land.

"So, after you take me back to my place, how about we do some...overtime?"

Leon gave her a clipped response.

"Heh. Sorry."

Ashley didn't seem very discouraged at being shot down.

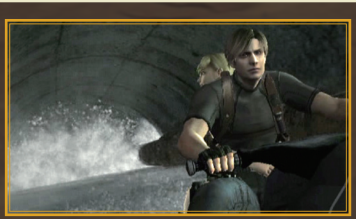
"So...who was that woman, anyway?"

She knew just where to strike. Leon was at a loss for how to answer her.

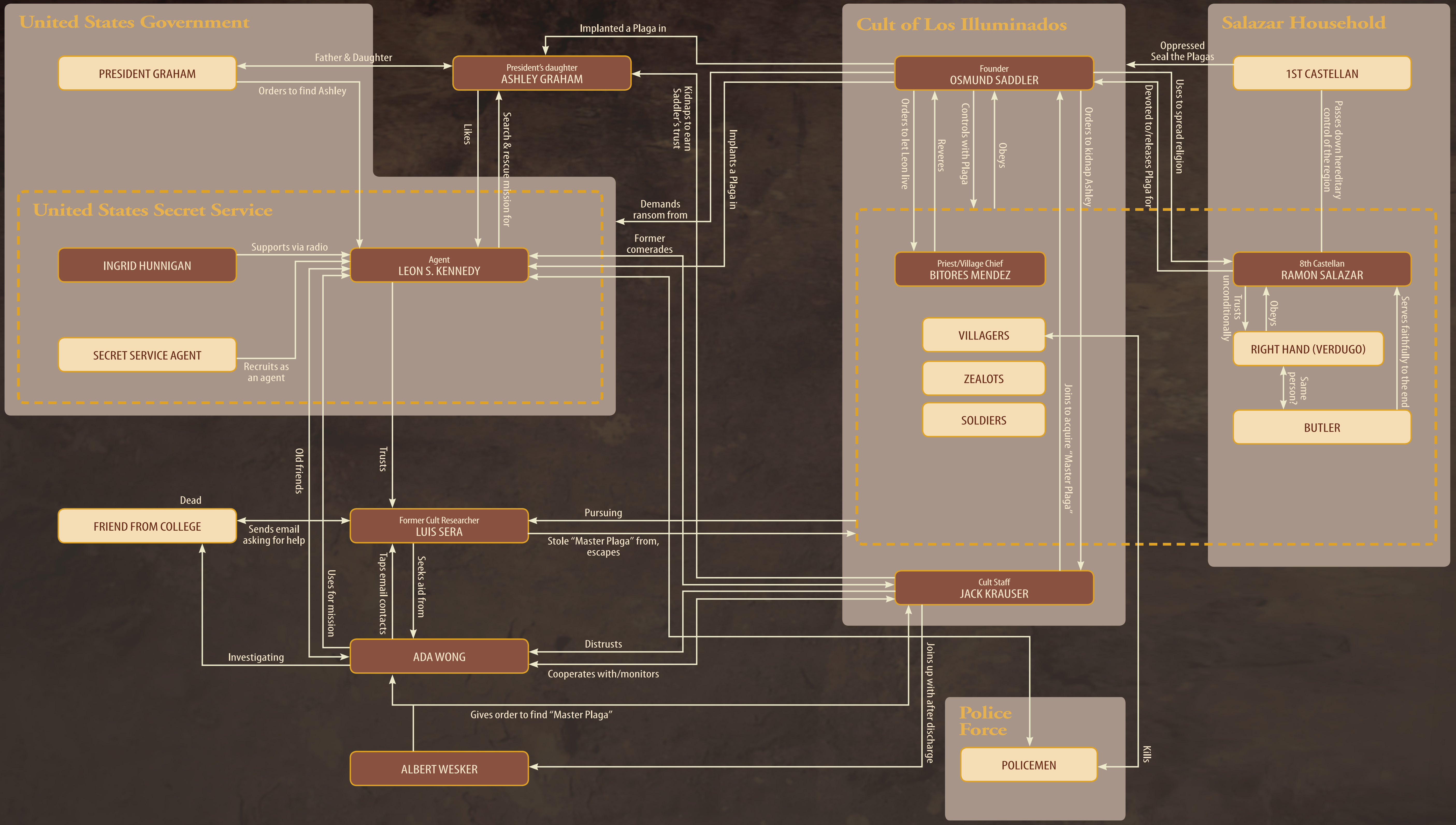
"Come on. Tell me."

Ashley was like a girl teasing her older brother. Leon thought back to the affection in Ada's voice...when he murmured his response, it was as much to himself as to Ashley.

"She's like a part of me I can't let go. Let's leave it at that."



RELATIONSHIPS


United States Government
PRESIDENT GRAHAM
Father & Daughter
Orders to find Ashley
President's daughter
ASHLEY GRAHAM
Implanted a Plaga in
Likes
Search & rescue mission for
Kidnaps to earn Saddler's trust
Implants a Plaga in
Demands ransom from
Former comerades
United States Secret Service
INGRID HUNNIGAN
Supports via radio
Agent
LEON S. KENNEDY
SECRET SERVICE AGENT
Recruits as an agent
Old friends
Trusts
Dead
FRIEND FROM COLLEGE
Sends email asking for help
Former Cult Researcher
LUIS SERA
Pursuing
Stole "Master Plaga" from, escapes
Uses for mission
Taps email contacts
Seeks aid from
Investigating
ADA WONG
Distrusts
Cooperates with/monitors
Gives order to find "Master Plaga"
ALBERT WESKER
Cult of Los Illuminados
Founder
OSMUND SADDLER
Orders to let Leon live
Reveres
Controls with Plaga
Obeys
Orders to kidnap Ashley
Priest/Village Chief
BITORES MENDEZ
VILLAGERS
ZEALOTS
SOLDIERS
Joins to acquire "Master Plaga"
Cult Staff
JACK KRAUSER
Joins up with after discharge
Police Force
POLICEMEN
Kills
Salazar Household
Oppressed Seal the Plagas
1ST CASTELLAN
Devoted to/releases Plaga for
Uses to spread religion
Passes down hereditary control of the region
8th Castellan
RAMON SALAZAR
Trusts unconditionally
Obeys
Serves faithfully to the end
RIGHT HAND (VERDUGO)
Same person?
BUTLER

CHARACTER

Character

LEON S. KENNEDY

Formerly with the Raccoon City Police Department, Leon is now an agent with the US Secret Service. His middle name is Scott. He has a keen sense of justice, and a calm, usually imperturbable character, though he does act recklessly from time to time. He has matured considerably since his days as a rookie cop, and is now confident enough to crack a joke in times of crisis.

When the President's daughter, Ashley Graham, is kidnapped, Leon is given a solo mission to fly to Europe to rescue her. An eyewitness report leads him to a small village deep in the countryside. That village turns out to be the home of a cult known as Los Illuminados.

As Leon continues his search, it becomes clear that this is more than a simple kidnap-and-ransom case. The cult founder Osmund Saddler plans to use parasitic organisms known as "Plagas" to bring influential people from every country of the world under his direct control, and thus shape the world in his image.

While in the village, Leon finds himself face-to-face with Ada Wong and Jack Krauser, two of the last people he ever expected to see again. He has little time to be surprised, though, as he is immediately thrown into battle with monstrous humans transformed by the Plaga parasites.

Leon was one of a handful of survivors of a massive viral outbreak in Raccoon City in 1998. Fresh out of the academy and in his first day with the department, he was forced to deal with both a biohazard situation and streets running rampant with zombies. There, he met Claire Redfield and Ada Wong, and worked with both of them to find a way to safety. Though Ada was secretly a spy hired by one of Umbrella's rivals, the two gradually bonded. When Ada was apparently killed by a B.O.W., Leon swore that he would bring down Umbrella at any cost.

PERSONAL DATA	
AGE	27
BLOOD TYPE	A
HEIGHT	180 CM
WEIGHT	UNKNOWN
CURRENT UNIT	U.S. AGENT

Following the incident, a government intelligence officer recruited Leon to begin training to become a US Agent, deeming that a survivor of Raccoon City must have exceptional potential in physical prowess and judgment. Naturally, his Police Academy training was not enough, and Leon went through an intense training period to pick up the skills to become an agent. It was during that time period that he learned that Ada was still alive, and that she had joined Wesker's organization.

Once his training was complete, Leon was dispatched to South America to find a drug lord with connections to a former Umbrella researcher. His support on that mission was Krauser, a member of US SOCOM. Krauser had a history of brave service, but found himself outdone time and again by the more kind-hearted Leon. Upon completion of their mission, Krauser was discharged, and was later reported to have died in an accident.

Now in the European countryside in 2004, Leon sees with his own eyes that Ada is really alive, and is shocked to see that Krauser didn't really die either. Ada manages to elude him and escape with a Master Plaga sample, but he destroys the cult and Krauser with it, and returns Ashley to safety. Returning home with mission accomplished, Leon writes the "Kennedy Report" detailing everything he learned about the Ganados. The report is classified, for the eyes of only the US Government and the BSAA.

About a year later, a T-Virus outbreak occurred in America's Harvardville Airport. Leon was given charge of a special response team to handle the threat, and when he arrived at the airport, he happened to run into Claire. The two dealt with the zombies and saved the people there, but immediately after, they were forced to resolve a string of bioterrorism incidents revolving around WilPharma, the company that took Umbrella's place at the head of the pharmaceutical world.

ADA WONG

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	AB
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN
CURRENT UNIT	UNKNOWN

An oriental beauty who wears a crimson cheongsam embroidered with butterflies. She is a top-notch fighter and a skilled spy whose background is a complete mystery. Even her name, Ada Wong, is merely a pseudonym.

On order of Albert Wesker, she infiltrated the home base of the Los Illuminados cult to bring back a sample of the Master Plaga.

One look at her in her long cheongsam might lead you to believe she's not suited for heavy action, but she's found ways to make sure her fashion doesn't interfere with her job. She's altered the bodice to a low-cut western style, and increased the length of the leg slit for easy access to her thigh holster. Her gadgets are similarly fashionable, such as her delicate and stylish hook shot, and flash grenades shaped like sunglasses. Her decision to dress in her own style in any situation is her way of asserting her femininity.

Ada was working for a rival to the Umbrella Corporation gathering intelligence in Raccoon City when the viral outbreak occurred. She was then ordered by fellow company member Albert Wesker to retrieve a sample of the G-Virus in development by Umbrella's William Birkin. When she first met Leon in the police station, she lied about her identity so that she could use him to obtain a sample of the virus. Being stuck together in a string of dangerous situations, however, the two eventually became quite close. When Leon risked his life to protect her, she began to fall in love with him, and within the span of a few hours she would do the same for him. She took a critical blow to save Leon from an attack by the B.O.W. Tyrant, and as he held her in his arms, her breathing slowed.

Leon naturally assumed the worst. However, despite being gravely wounded, Ada wasn't dead. Perhaps she intentionally misled him out of concern, afraid her injuries might make her a burden to him. She made her way to a hotel in the city where she found Wesker watching her on his computer. She showed him a sample of "G," which she had collected from William Birkin's body after he injected himself with the G-Virus. Wesker immediately sent a rescue helicopter to get Ada out of Raccoon City.

Six years later, Ada appeared before Leon again. They were on opposite sides now, but she still remained close, supporting him and offering advice when he was in trouble. One moment she was throwing him a rocket launcher to help him out in his battle against Saddler, the next, she was holding him at gunpoint while she stole a sample of the Master Plaga. She then gave him a key to a jet-ski so that he could escape. It's almost as if she enjoys the on-again, off-again nature of their relationship.

Getting on board a helicopter from an organization other than Wesker's, she disappeared with the sample. She has stated that it has all been to get closer to "her own objective," but the nature of that objective remains shrouded in mystery,

ASHLEY GRAHAM

PERSONAL DATA	
AGE	20
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

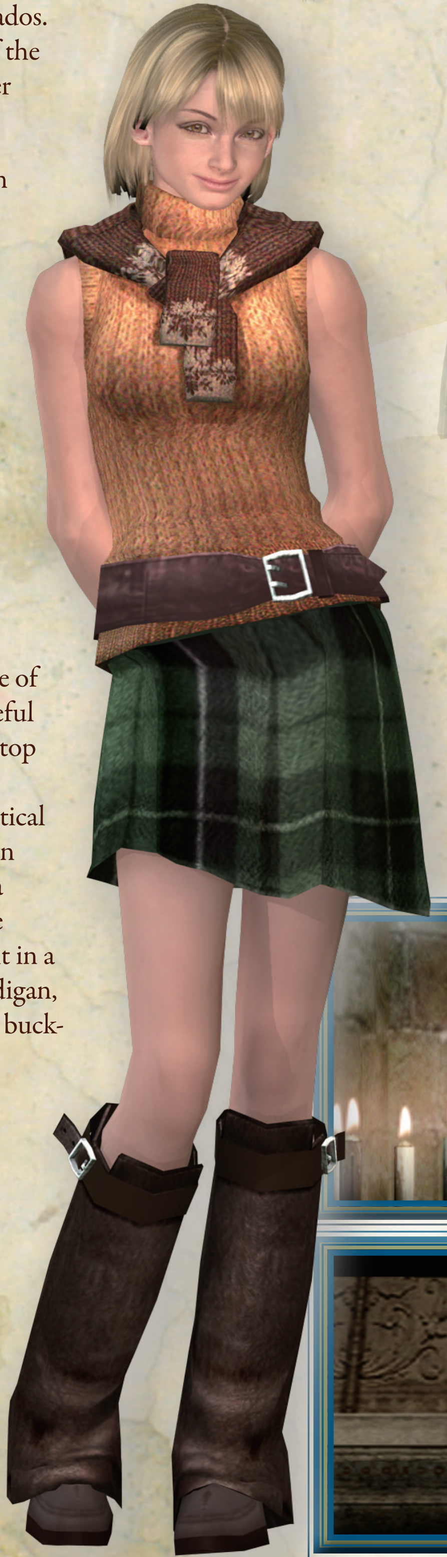
The only daughter of the President of the United States. Her upper-class upbringing has made her somewhat headstrong, but she has an optimism that makes her truly fearless. On her way home from college in Massachusetts, she was abducted by Krauser. He took her to a village in Europe that was home to the cult Los Illuminados. The people of the village had gone mad under the control of the parasitic "Plagas." She was found by Leon, who protected her through numerous Ganados attacks to lead her to safety.

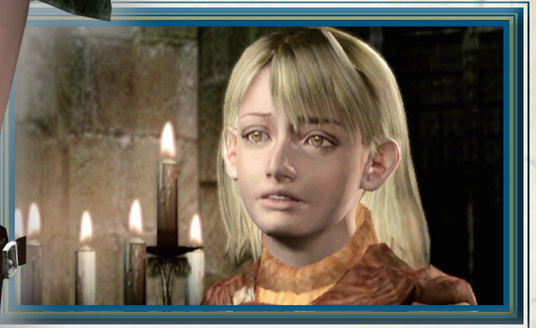
She was already implanted with a Plaga egg by the time Leon found her, and as they were escaping, signs of assimilation began to show themselves. At first, she was understandably panicked about the unspeakable horror growing inside her body, but she eventually calmed down enough to joke about it, and was even able to help Leon out of a few scrapes herself. Seeing her tenacity in the face of such a cruel situation gave Leon the courage to go on.

The minute she was back home safely, perhaps as a result of her tremendous relief, she began to show an intense interest in Leon.

Ashley's mannerisms are somewhat childish, but she has a mature sense of style, to which Luis Sera takes careful note when he first meets her. Her top is a sleeveless, form-fitting orange sweater, over which she ties a practical brown cardigan with a knit pattern on the sleeves. Below, she wears a green plaid miniskirt cut on the bias. Brown accents her outfit in a nice balance across her cardigan, belt, and boots, with silver buckles to add a hint of class.

Her other outfit is a white top/pants combo. The blouse is quite revealing, but a silk ribbon hanging from the breastbone adds a touch of elegance. The outfit is accented by a burgundy belt and a matching white bracelet.





JACK KRAUSER

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

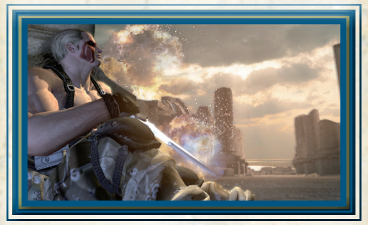
Krauser went to Europe and infiltrated the Los Illuminados cult on Wesker's orders to acquire a sample of the Master Plaga. In order to ingratiate himself to the cult's inner circle, he headed up the kidnapping of the President's daughter, Ashley Graham. Afterwards, he was welcomed by the cult's leadership, but still couldn't get close to the Plaga sample. Reluctantly, he had to accept help from Ada. When Leon came to Europe to save Ashley, the two ended up on opposing sides, despite the fact that they had been partners risking their lives for each other two years ago on a mission in South America.

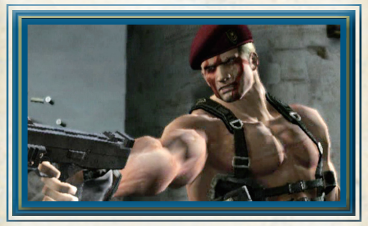
Krauser had been in South America as a member of US SOCOM. He forged a rivalry with Leon that bordered on jealousy, as Leon was on the orders of the President himself. Even back then, the two were walking opposite paths. After completing his mission with Leon, Krauser was discharged. Later it was said that he died in an accident, but his body was never discovered.

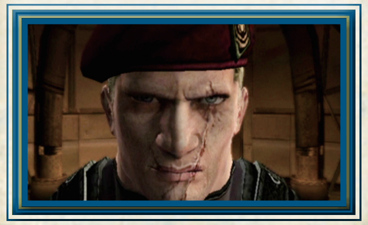
The mission in South America had given him a taste of the superhuman potential of the B.O.W, and he found himself driven to acquire that power for himself. He faked his own death to get himself off the radar, then approached Wesker. Krauser knew about him from research he had done based on Leon's account of the Raccoon City incident, and he happily joined Wesker's organization. His left arm had been badly injured during the mission in South America, but he was still very strong, and a skilled combatant with a knife.

While acquiring information on the cult, Krauser became obsessed with the powers offered by the Plaga. He accepted a Control Plaga into his own body to give himself superhuman powers.

When they met again in Europe, he was finally able to challenge Leon to the duel he always wanted. However, he was defeated in the end.

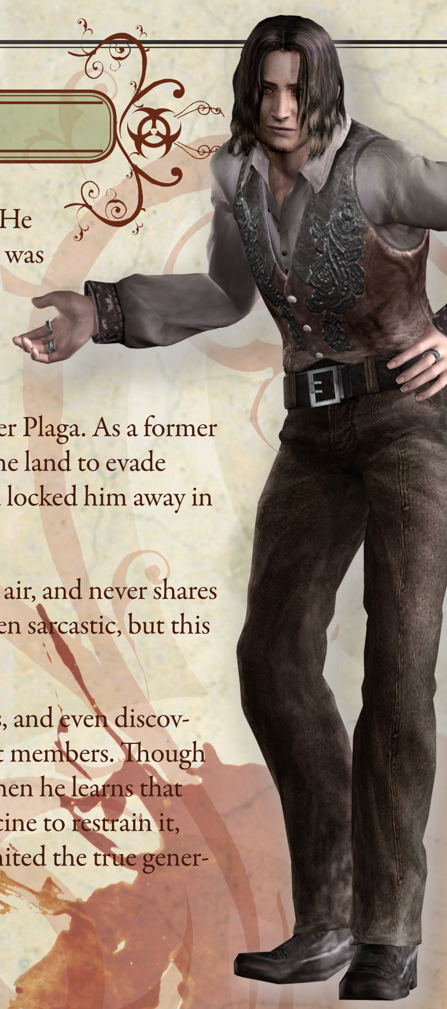






LUIS SERA

PERSONAL DATA	
AGE	28
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN



A Latino man whom Leon met in a dilapidated house. He claimed to have been Madrid police at one time, but he was actually a former researcher for the Los Illuminados cult. He studied the parasites out of scientific curiosity, but when he learned that his research would be used for nefarious purposes, he turned against them, and hatched a plan to escape with a sample of the Master Plaga. As a former resident of the cult's village, he used his knowledge of the land to evade capture for some time. Eventually they caught him, and locked him away in a house outside of town.

He deflects questions about his past with a lighthearted air, and never shares his true feelings. He prefers to make smalltalk and is often sarcastic, but this is all meant to mask his incredible distrust of others.

A brilliant scientist, Luis knows a lot about the parasites, and even discovered a way to remove parasite eggs implanted by the cult members. Though his initial decision to escape from the cult was most likely one of simple self-preservation, when he learns that Leon and Ashley are infested with Plaga larva, he returns to Salazar's castle to procure medicine to restrain it, regardless of the danger to himself. There is no question that meeting Leon and Ashley reignited the true generosity of his spirit.

BITORES MENDEZ

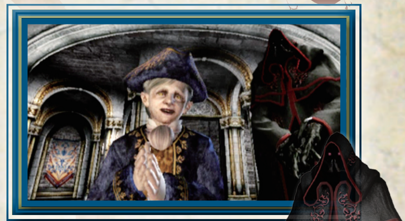
PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

Pueblo's village chief. He is a large man with a long beard who always appears dressed in a trenchcoat. He is a loyal subordinate and enforcer for Osmund Saddler, the head priest of the Los Illuminados cult, for whom he harbors a deep respect. The parasite inside him is known as a "Control" type, which makes him different from a standard Ganado. It gives him powers far greater than an ordinary man, while letting him keep his independent will.

When Mendez learned that Leon was coming to investigate the village, he directed the villagers to increase the defenses around the town. On his first meeting with Leon, he let him live, having realized that Leon also had a Plaga egg implanted within him. Saddler ordered him to keep an eye on Leon and just wait for the parasite to mature inside of him. However, Mendez felt a sense of growing anxiety over the way Leon continually evaded the traps he sets for him, and tried to dispose of Leon anyway. His left eye is artificial, and doubles as the key to the front gate of Salazar Castle. This is a symbol of his determination to be the wall protecting the cult from outsiders.

RAMON SALAZAR

PERSONAL DATA	
AGE	20
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN



The eighth head of the Salazar family, hereditary rulers over the local territory. As a child, the orphaned Salazar fell easily under the sway of the leader of the Los Illuminados cult, Osmund Saddler. Under Saddler's influence, Salazar turned his back on the will of his predecessors – who had suppressed Los Illuminados to protect the locals – and ordered the parasitic "Plagas" unsealed from beneath his family castle. Salazar reveres Saddler, and cooperated with him whole-heartedly in expanding the cult's influence throughout his domain. He has a Master Plaga in his own body, which gives him control over the cultist Ganados in his castle.

Salazar's appearance is unsettling, with a child-like face covered in wrinkles more suited to an old man. He is haughty and cruel, with a tendency to throw childish tantrums when things don't go his way. His strange robed attendants are known as Verdugos, bio-weapons engineered by the cult.

OSMUND SADDLER

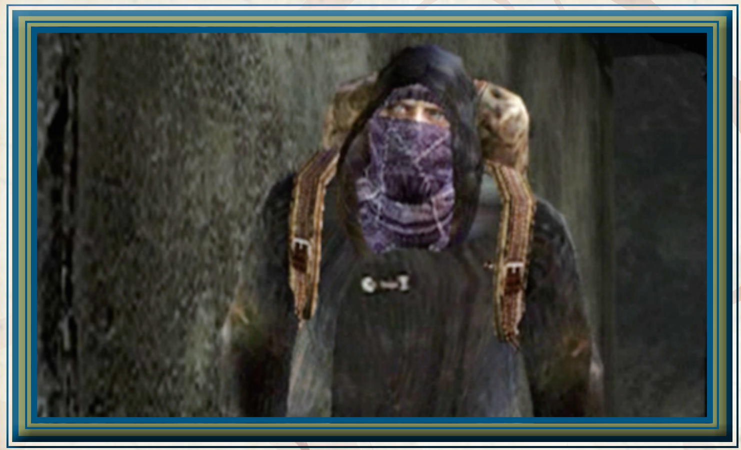
PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

The high priest of the Los Illuminados, an ancient European folk religion. After securing the aid of the local lord, Salazar, he was able to once again spread his faith through the use of the parasitic Plagas. There are two types of Plagas: Subordinate Plagas, who have the power to control their hosts' minds, and Master Plagas, who control the Subordinates. Saddler uses these properties to keep an iron grip on the region. His ambition does not stop there, however, and has recently begun studying ways to use the parasites to engineer new biological weapons. He even has his sights set on world domination, the first step of which is to kidnap the American President's daughter, Ashley. After getting the heads of the world's most powerful nations under his control, he intends to expand his influence over the entire world.

His purple mantle signifies his status as supreme leader of the cult, and he carries a staff adorned with a live Plaga. Despite his anachronistic appearance, his robes conceal a tentacle with a sharp blade mounted at the end. Turn your back on him at your own peril.

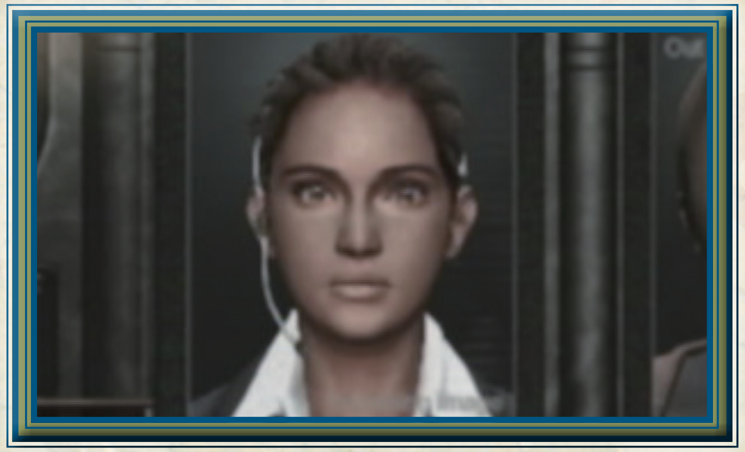
THE MERCHANT

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

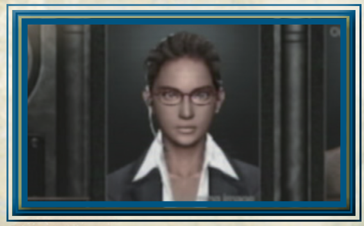


A weapons peddler who dresses in a long black coat. A pale blue flame marks the location of his shop, and he appears capable of traveling great distances in the blink of an eye. He carries a wide selection of weapons inside his huge backpack and coat. It is obvious from his appearance that he is a Ganado, but he doesn't seem to regard outsiders as a threat, and will deal with anyone as long as the price is right. No one knows how he gets his weapons, but his selection is enough to impress even Leon. He's very good at his trade, flattering the buyer with phrases like "The choice of an avid gun collector!" and "You'll need guts to buy that weapon!"

INGRID HUNNIGAN

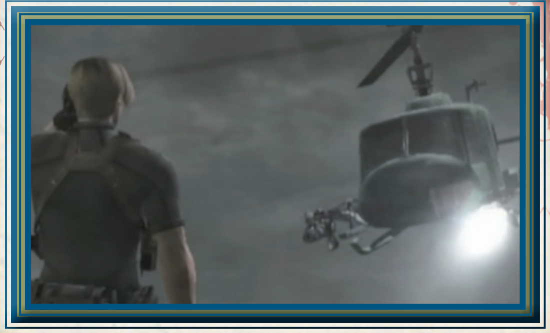


PERSONAL DATA	
AGE	25 (DEGENERATION)
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN



A member of the United States Secret Service, Hunnigan acts in a support role to agents dispatched on special missions. In order to keep Leon's relationship to the President confidential, she relays orders directly from the White House, and supports Leon from home when he flies out to Europe to save Ashley Graham. A serious and intelligent woman, she is thorough in her research and relays her information efficiently. One year after the events in Europe, she provides Leon with the information necessary to save Claire and her team during the outbreak at Harvardville Airport.

MIKE



An army helicopter pilot dispatched by the US Government to assist Leon. He meets up on Leon on the island where Ashley is being held captive, and helps him out during his midnight raid against the Soldiers of the fortress.

Mike's helicopter is equipped with heavy armaments such as vulcans and missiles, and the backup he provides gives Leon a morale boost in his darkest hour. Together, they easily manage to drive back their attackers, and Leon invites him back for a drink when it's all over. Unfortunately, he is soon shot down by Saddler's minions, and becomes but another casualty of this gruesome battle.

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

HUNK

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

A former member of the Umbrella Security Service. He was part of the elite forces sent into Raccoon City during the outbreak, and became the lone survivor of that mission, a grim honor that earned him the nickname "Mr. Death." His first-class combat skills come from the military training he received at Rockfort Island under the leadership of Alfred Ashford.

When the virus first appeared in Raccoon City, HUNK was sent there under secret order of an Umbrella France executive to infiltrate and recover a sample of the G-Virus. Its inventor, Birkin, had used the G-Virus to transform himself, but HUNK safely recovered the sample. His whereabouts following the fall of Umbrella are unknown.

ALBERT WESKER

PERSONAL DATA	
AGE	48 (RE5)
BLOOD TYPE	O
HEIGHT	190 CM
WEIGHT	90 KG

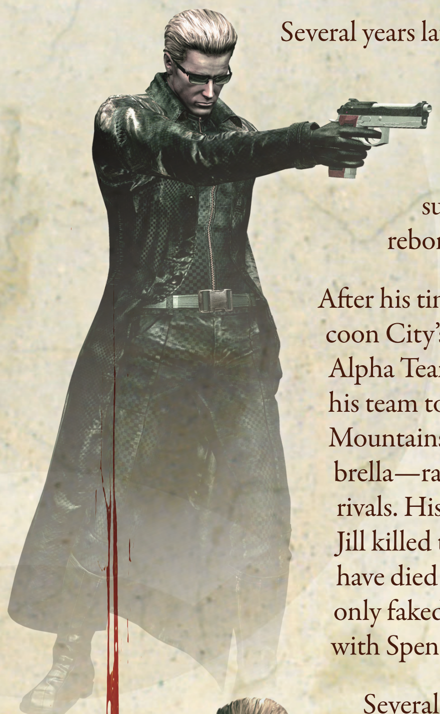
Every time a viral or B.O.W. incident occurs across the globe, one man always seems to be there, either standing at the forefront or controlling things from the shadows. That man's name is Albert Wesker.

Upon learning of the mind-altering properties of certain parasites in Europe, Wesker hatched a plan to obtain a sample of these "Las Plagas" from the Los Illuminados cult. Then, in 2004, he sent Ada Wong and Jack Krauser to infiltrate the cult and return with a sample of a control Plaga. His best-laid plans went foul, however, as Krauser was defeated by Leon, and Ada betrayed him, bringing him a sample of an inferior subordinate Plaga. Undeterred, Wesker later acquired a dead control Plaga through alternate channels.

Five years later, Wesker appeared in Africa, with both the pharmaceutical branch of the company Tricell and one of its major players, Excella, under his command. He wanted to use them to bring about his dream: The realization of the "Uroboros Project."

Wesker had once served Spencer as a genetic researcher with Umbrella, and he had inherited Spencer's long-cherished wish—to use the Progenitor Virus to create a new race of humanity. Wesker's entire blood-stained history was in the service of this, his "father's" ambition.

As president of Umbrella, Spencer poured his life's blood into the development of B.O.W.s. Behind his actions, however, lay a far grander and more terrifying motivation: To use viruses to evolve humanity, and declare himself God in a new world of his own making. The realization of this dream, however, would require preparation. He amassed some hundred children with superior genes from around the world, then inoculated them with the Progenitor Virus to further increase their intelligence and grant them superhuman abilities. The plan was named "Project Wesker," after Spencer's head researcher at the time, and all of the children were thus given the surname "Wesker." These children were sent all around the world, and kept under close supervision.



Several years later, Albert Wesker surfaced again in Umbrella's Management Training Facility in Raccoon City. Spencer recognized him as the pinnacle of the already-elite group of "Wesker children" and wanted to keep him close by. Spencer then pushed forward the next stage of the Wesker project: injecting all the Weskers with an experimental virus. Almost all of the subjects died, but Albert was one of a small handful of survivors. He was then reborn with superhuman abilities that put him on the level of a B.O.W.

After his time at the Arklay Research Institute, Wesker joined up with Raccoon City's special forces, S.T.A.R.S. He nominally served as captain of Alpha Team, but was secretly acting as a spy for Umbrella. He sacrificed his team to acquire B.O.W. combat data in a mansion in the Arklay Mountains, but he had no intention of turning the data over to Umbrella—rather, he meant to take it with him to one of Umbrella's rivals. His plans were shattered, however, when Chris and Jill killed the B.O.W., Tyrant. Wesker was thought to have died at that time as well, but in fact, his death was only faked, as part of the process of injecting himself with Spencer's virus.

Several months after the Mansion Incident, Wesker surfaced again at Rockfort Island, leading an invasion force for Umbrella's rival. He successfully stole the T-Veronica, and had an unexpected reunion with Chris, who had come there to save his little sister.

In 2006, Wesker brought an end to the man who had made him. Chris and Jill also happened to be there to apprehend Spencer, but could not hope to compete with Wesker's superhuman abilities. He made sport of them both, but as he moved in to finish Chris, Jill charged at him and took him with her off the cliff. Wesker survived, took Jill in and injected her with the P30 drug to keep her under his strict control. Afterwards, he deepened his involvement with Tricell, in hopes of using them to achieve the Uroboros Project.

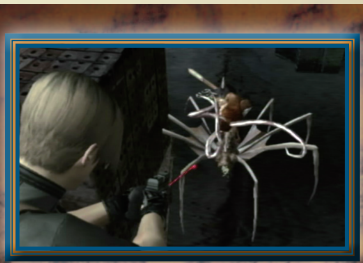
Wesker's condition was not entirely stable, and in order to maintain his condition, he regularly had to inject himself with a drug called PG67A/W. Chris and Sheva caused him to overdose on this drug, thus weakening his abilities. In one final attempt to destroy them forever, Wesker injected himself with Uroboros—an attempt that proved in vain. Wesker was defeated by Chris and Sheva, and his body lost in the lava flow.

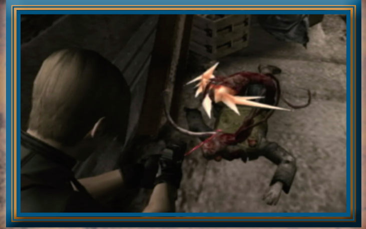
CREATURE

Creature

PLAGA

A parasite which has lost its host. In Spanish, "plaga" means "plague", and "las plagas" means "the swarm." Their silhouette adorns the Los Illuminados cult insignia. A Plaga can't live long without a host, and will quickly weaken and die on its own. As a result, a lone Plaga will attack anything in its path in its search for a new host. They are weak against light.



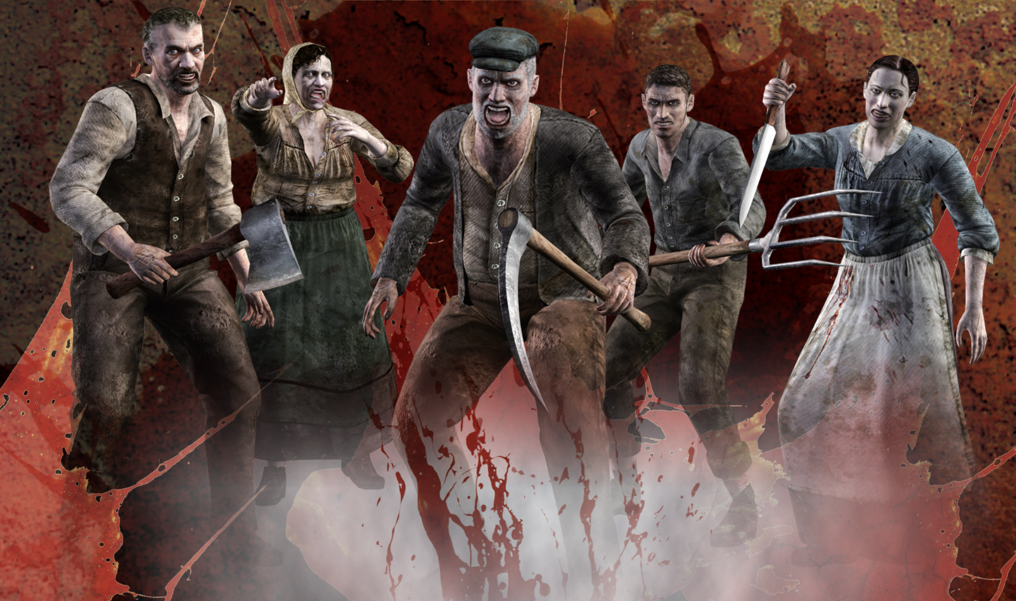


GANADO

A human inhabited by a Subordinate Plaga. In Spanish, the word means "cattle." When a Plaga integrates with a person's central nervous system, they fall under its thrall, and can be easily herded through the use of certain sounds, such as the ringing of bells. They lose their reason, becoming driven only by the Plaga's survival instinct, and demonstrate extreme hostility towards any who are not likewise infested. They maintain their human intelligence, and remain capable of setting traps, using weapons, and communicating with each other. Several kinds of Ganados exist, based on the kind of person they were before they were infested.

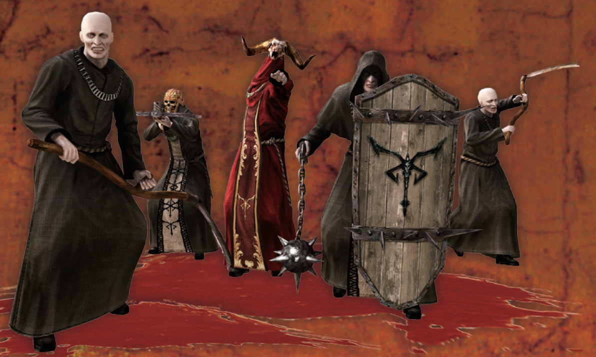
VILLAGERS

Ganados made from ordinary townspeople. The first modern appearance of the Plagas was in miners who inhaled the spores of the parasites. Soon after, the cult began actively injecting Plaga eggs into people. These Ganados continue their communal lifestyle just as they did when they were humans, so from a distance it is hard to tell that anything is amiss. However, the moment they notice an intruder in their midst, they become extremely aggressive. They will fall on the intruder with kitchen knives, farm tools, and whatever else they have on hand.



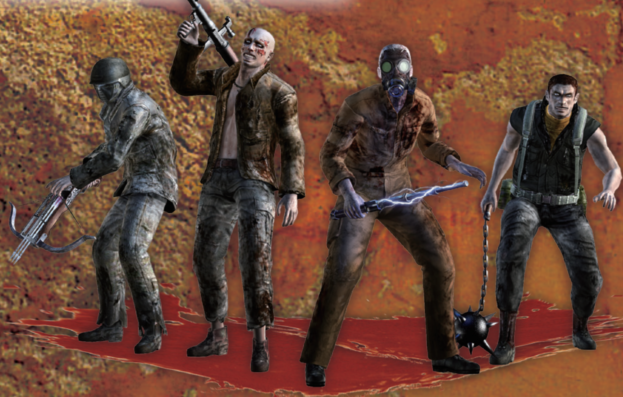
CULTISTS

Followers of the cult of Los Illuminados. Known for their pale white skin and robes, they use powerful weapons like flails, rocket launchers, and personal Gatling guns. The cultists who dress in the gold-trimmed red robes and goat masks have greater endurance than most cultists, and act as commanders on the battlefield.



FIGHTERS

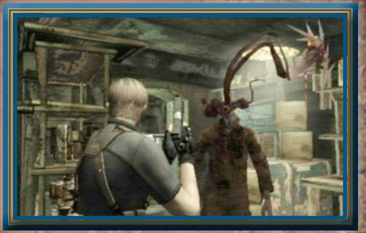
These soldiers await you in the island castle. As trained combatants, many of them carry heavier equipment than your standard Ganado. They can use any of the weapons employed by Cultists, as well as advanced weapons like stun rods and morning stars.



GANADO (PARASITE)

These Ganados have sustained enough damage that the Plaga breaks through its host's head and starts protruding from the neck. Their general combat ability and endurance is a bit higher than that of the standard Ganado, and they can be sub-divided into A, B, and C types based on the parasite's stage of development.

A-types are parasites in the larval stage. They flail around with a long tentacle with a sharp blade on the end. B-types are a mid-stage between larval and adult. They spit acid and have large mouths to bite into their victims. C-types are adult-stage parasites. They are fully grown, and if you do enough damage to one, it will shed its host and come after you as an independent Plaga.

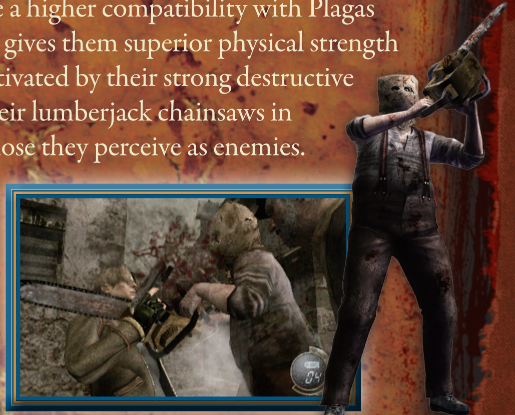


GANADO (GATLING)

A burly Ganado who carries a Gatling gun. He wears a beret and an eyepatch over his right eye. Though normally such a gun would have to be mounted, his Plaga gives him the strength to wield it with his bare hands. He sends down showers of bullets indiscriminately on enemies and allies alike.

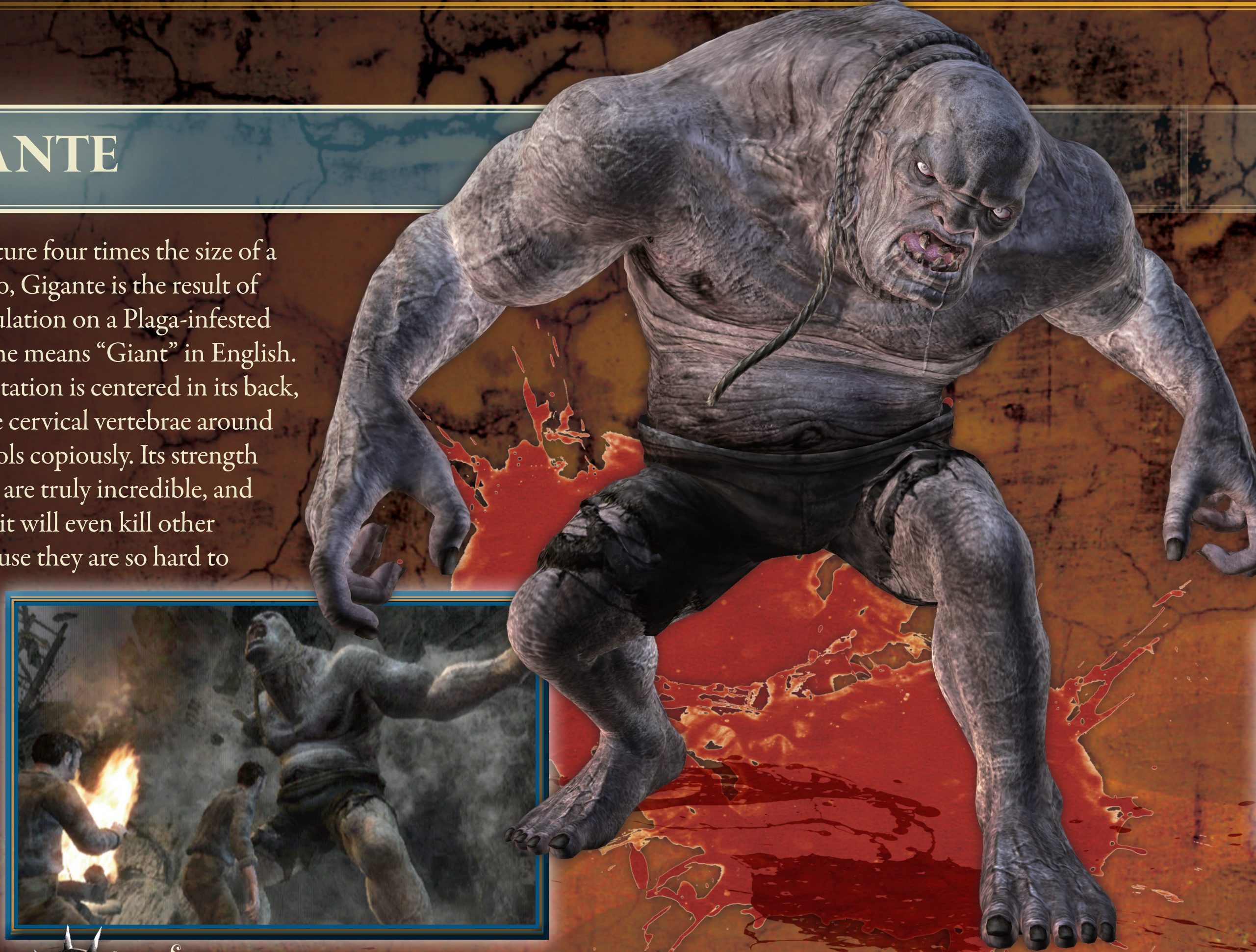
GANADO (CHAINSAW)

These Ganados have a higher compatibility with Plagas than normal, which gives them superior physical strength and endurance. Motivated by their strong destructive urges, they swing their lumberjack chainsaws in restless pursuit of those they perceive as enemies. There are three types: the bag-head man, the bandage-wrapped sisters, and large but nimble man.



EL GIGANTE

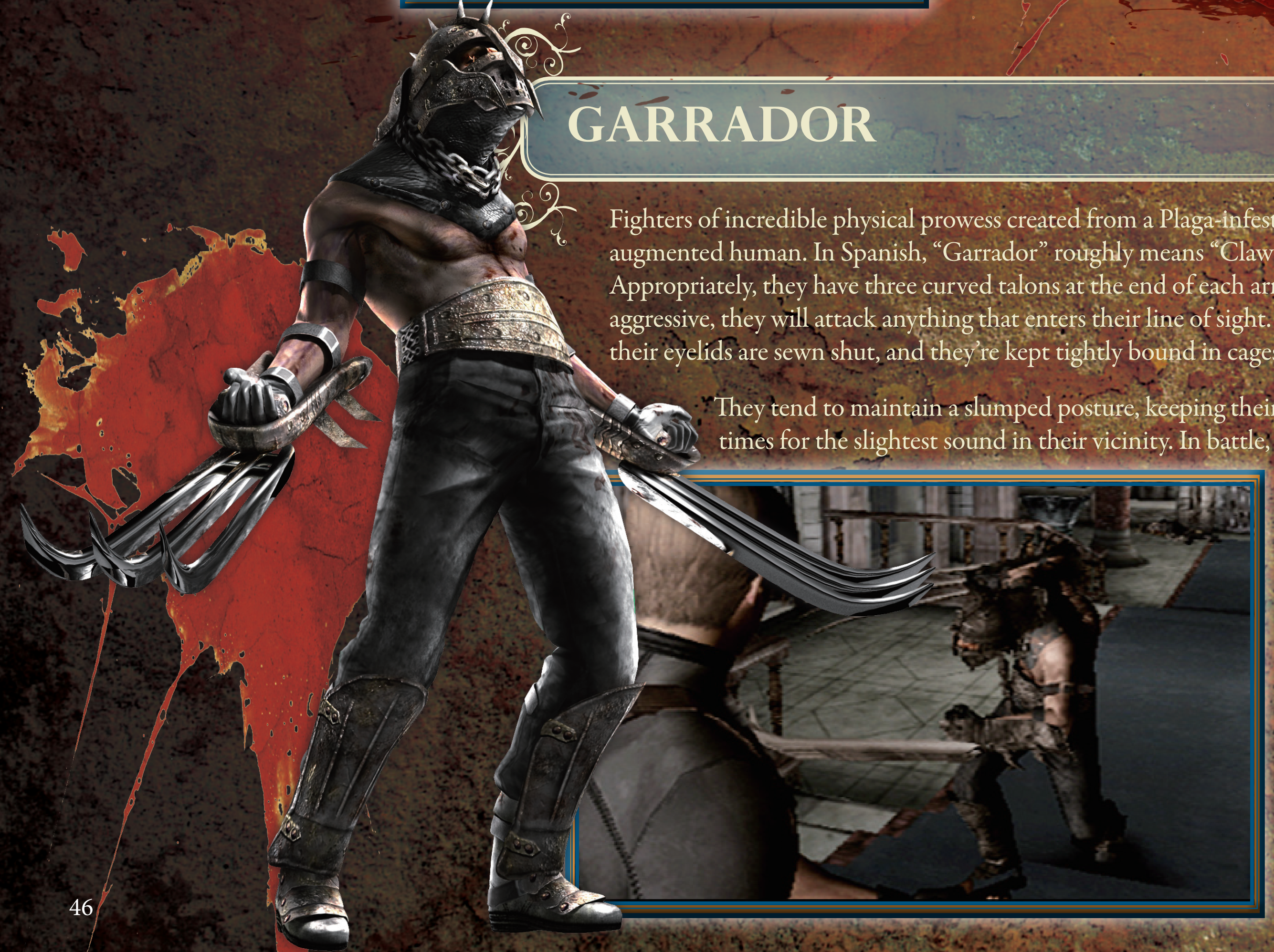
A massive creature four times the size of a normal Ganado, Gigante is the result of genetic manipulation on a Plaga-infested human. Its name means "Giant" in English. The Plaga infestation is centered in its back, particularly the cervical vertebrae around its neck. It drools copiously. Its strength and endurance are truly incredible, and it is so reckless it will even kill other Ganados. Because they are so hard to control, only a few have been created.



GARRADOR

Fighters of incredible physical prowess created from a Plaga-infested, experimentally augmented human. In Spanish, "Garrador" roughly means "Clawed One." Appropriately, they have three curved talons at the end of each arm. They are so aggressive, they will attack anything that enters their line of sight. As a fore-measure, their eyelids are sewn shut, and they're kept tightly bound in cages.

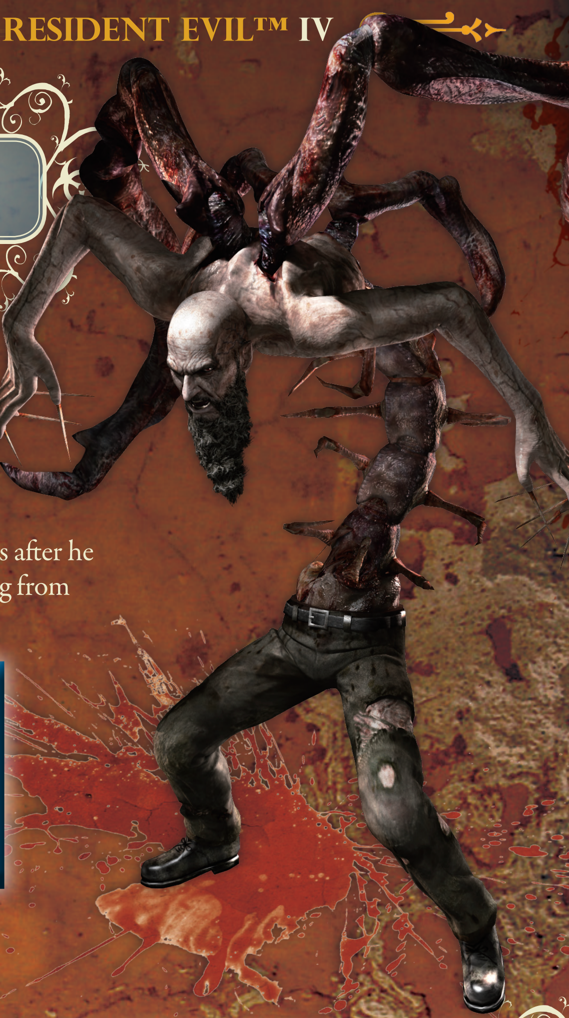
They tend to maintain a slumped posture, keeping their ears open at all times for the slightest sound in their vicinity. In battle, they use their overdeveloped sense of hearing to home in on their target's location, then immediately rip them to shreds with their claws.



BITORES MENDEZ

This is the monstrous form taken by village chief Mendez after he unleashes the Control Plaga inside his body. He uses the sharp talons at the end of the two tentacles on his back to run his enemies through, and is extremely strong and tenacious.

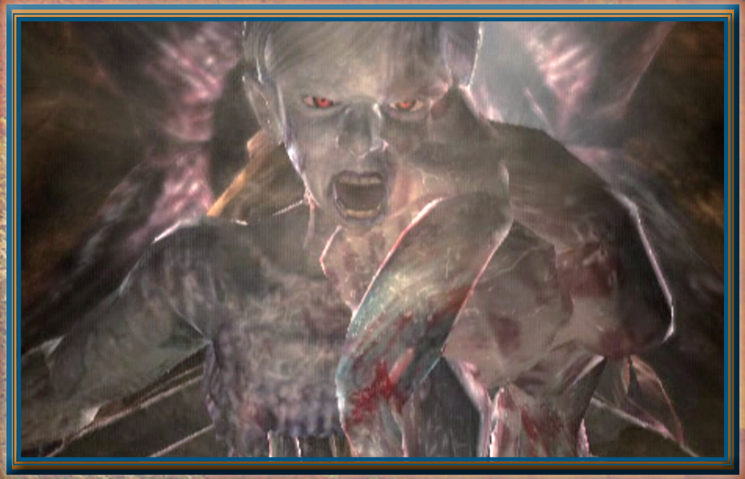
His first form is human from the waist down, with the Plaga fusing with him from the waist up. Bone marrow extends out the sides of his overgrown, exposed spinal column in the form of creepy, squirming centipede-like legs. His second form appears after he loses his lower half. In this form, the Plaga can be seen protruding from his exposed tailbone.

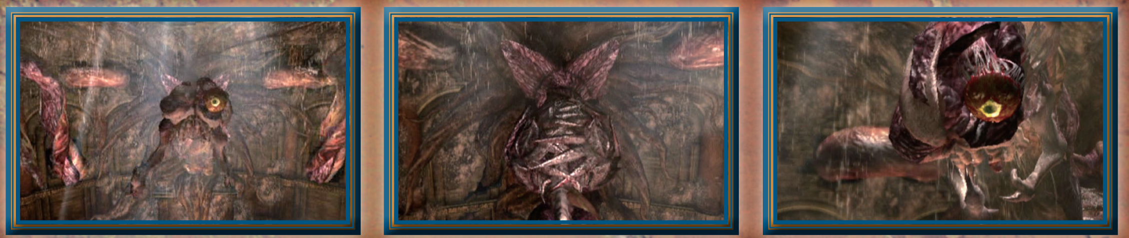


RAMON SALAZAR

This massive monster is created when Salazar and his Verdugo bodyguard merge with a parasite's mother body. Perhaps to emphasize the grandeur of the last of a long line of great lords, this transformation occurs in the top room of the tallest tower in the castle.

Salazar himself takes shelter in the central organ of the monster's body, while using three long tentacles to attack. The Verdugo resides in the main tentacle, from which it will pursue its enemy using sharp fangs and powerful jaws. The base of the monster's body houses a nest of spore-form parasites, from which it can produce an unending supply of Plagas.





JACK KRAUSER

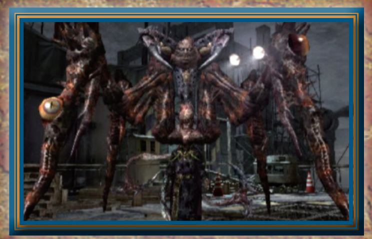
Krauser takes this form by releasing the Plaga slumbering inside him so that he can have his showdown with Leon. The Plaga infection seems to spread along the swollen veins radiating out from his left shoulder, with the majority of the transformation extending from his powerful tricep. He'll slash continually with the blade extending from his transformed left arm, and can even convert it into a shield, powerful enough to deflect even rocket attacks.

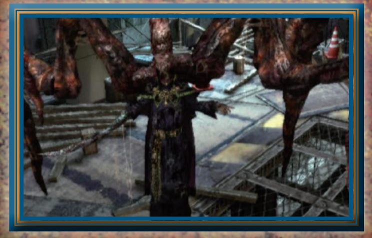
While his own body remains more or less human-like, it is as powerful and as suited to close-range combat as Krauser ever was.

OSMUND SADDLER

Through the power of the Plagas, Saddler has transformed his own right arm into a tentacle. The tip is sharp enough to effortlessly run a man through.

When Saddler fully releases the power of the Plaga, he transforms into a massive, spider-like creature. Countless tentacles and four crab-like legs emerge from his head, leaving his body little more than a shedded husk. Gnashing jaws sit at the end of his extended neck, and each of his legs is mounted with an eyeball, allowing him an unimpeded, 360 degree view of the battlefield around him.





His incredible jumping ability belies his enormous size, and his carapace is so durable that even high-grade weaponry will have trouble making a mark.

REGENERATOR

Regenerators are the product of experiments to integrate multiple parasites into a single human host. As their name suggests, they have astonishing regenerative capabilities, and can recover even entire limbs in a matter of moments. Their basic form is humanoid, but they have no ears or nose, and their eyes are tiny red pinpoints. They drool continuously from their huge, fleshless mouths, which are lined with razor-sharp fangs. Although they are slow, their arms can stretch to great distances, allowing them to snatch their prey and snap them back into their waiting maw.

Their smooth bodies are free of sexual characteristics, making it impossible to tell if the original test subjects were male or female. Their internal organs, including their brains, seem to have coalesced into a uniform mass, so that no human intelligence remains within them.

IRON MAIDEN

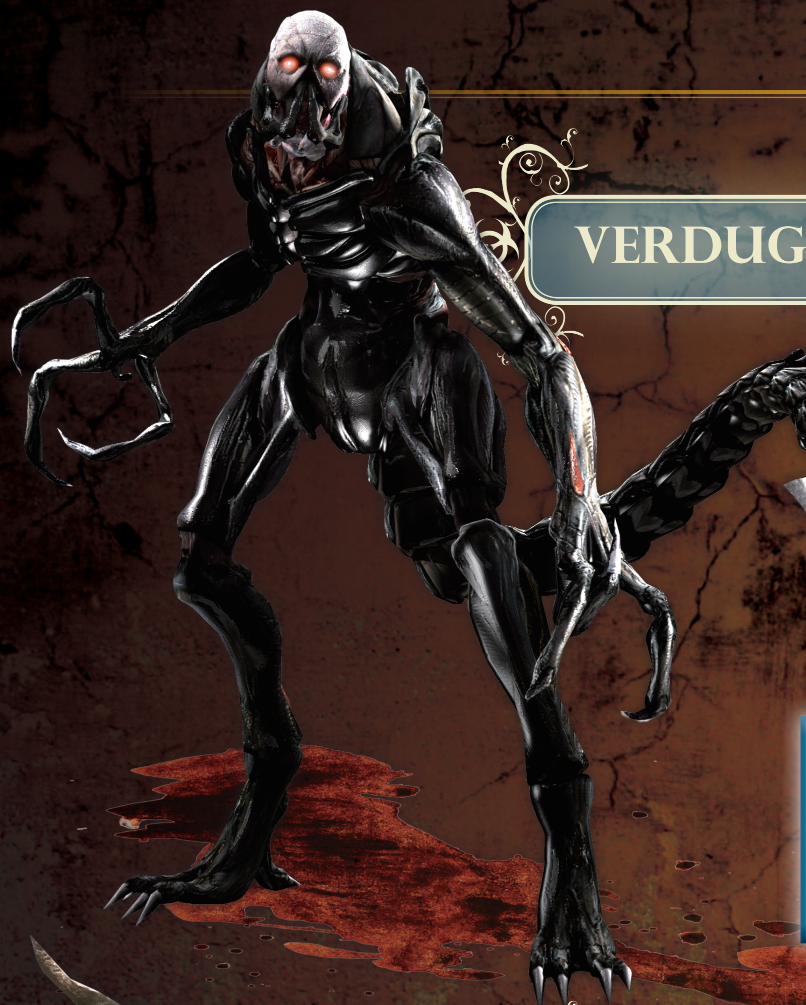
A type of Regenerator, further altered to make them even more suited to combat. In addition to the self-renewing properties of the standard Regenerators, they are also covered in retractable spikes. They use their extendable arms to seize enemies, then impale them on their bodies.

Their name comes from the torture device used during the European renaissance, a coffin-like chamber into which a person was placed to be impaled by the spikes within. It is sometimes known as the "Iron Virgin."

NOVISTADOR

"Insect Men" born from applied experiments as part of the cult's Plaga research. They have the ability to change the color of their carapace to blend in with their surrounding environment and stalk their prey. Appropriately, their name in Spanish means "The Unseen."

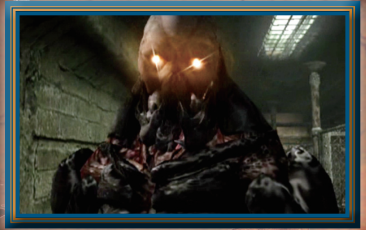
Despite being human in origin, their Novistadors' ecology is entirely insectoid, and they are known to construct large nests for breeding purposes. An inferior breed of winged Novistador lacks the camouflage abilities of their brethren, and instead, swarm their enemies in large groups.



VERDUGO

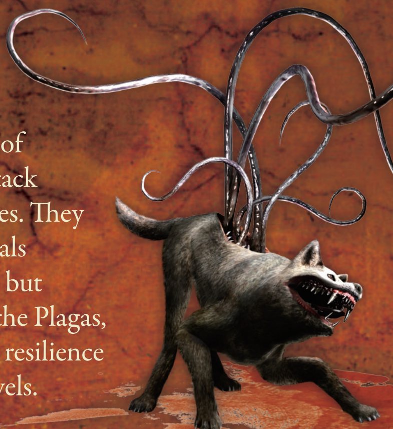
These creatures were the fruit of experiments into splicing human and insect DNA. Not only do they possess incredible battle prowess, they are completely under the thrall of the Plagas inside of them. They typically appear hooded as Salazar's bodyguards, but their soft robes hide a carapace harder than steel. They are the most resilient of all of the cult's bio-weapons, but supple enough to squeeze themselves into tight places, from which they lash their talons out at their unsuspecting prey.

"Verdugo" means "Executioner" in Spanish.

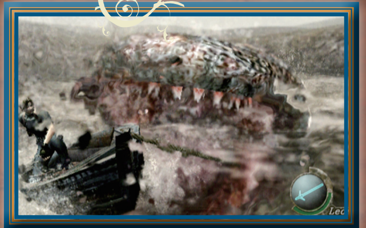


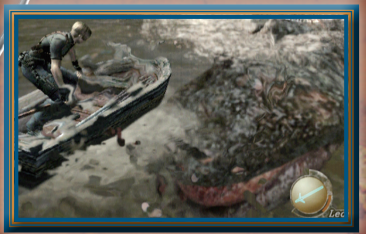
COLMILLOS

Dogs infested by Plagas. They act in packs, where they use their sharp, exacting movements to overwhelm intruders. In Spanish, their name means Fang, and their razor-sharp teeth are, appropriately, their primary weapon. However, sometimes the Plaga will rip out of their back and attack with their tentacles. They were always animals suited to combat, but after fusing with the Plagas, their ferocity and resilience reaches absurd levels.



DEL LAGO



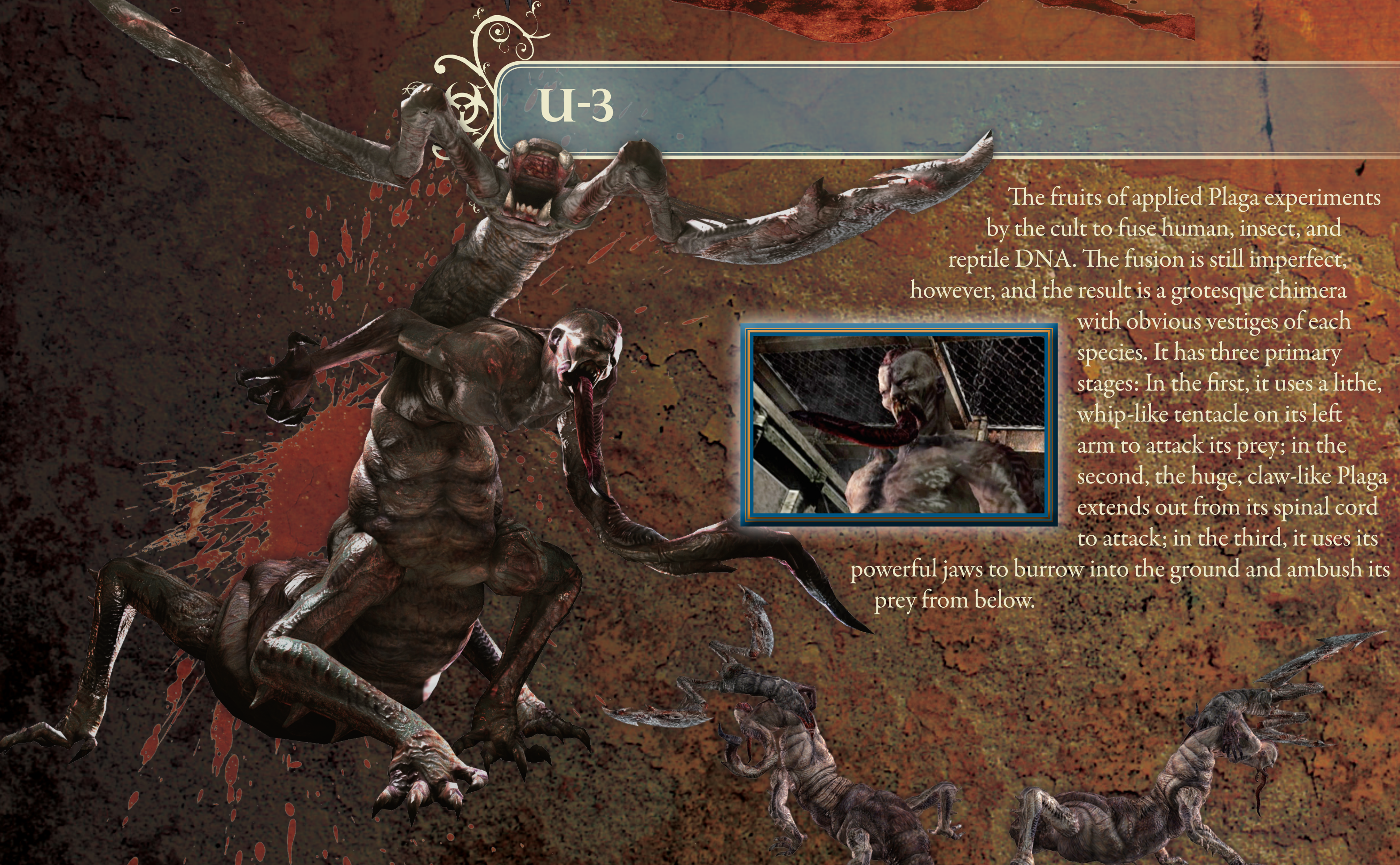


Originally an aquatic life form similar to a salamander, it was used as a test subject in early Plaga experiments. As the parasite grew, so to did the creature, until it reached a massive 20m in length.

Its Plaga tentacle wriggles inside of its massive mouth, and it uses its wide, flat tail to dispatch swimmers with ease. It has unparalleled maneuverability in the water, but since it cannot be subjugated through its Plaga, it has been isolated in the village lake instead. It has four legs, but they have atrophied to the point where they cannot support its massive bulk. As such, the village's wide, deep lake has become the Del Lago's territory.

"Lago" means "Lake" in Spanish.

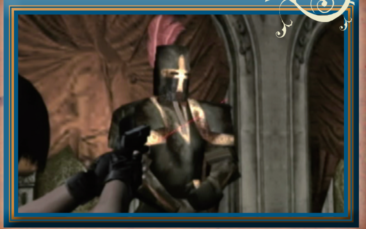
U-3

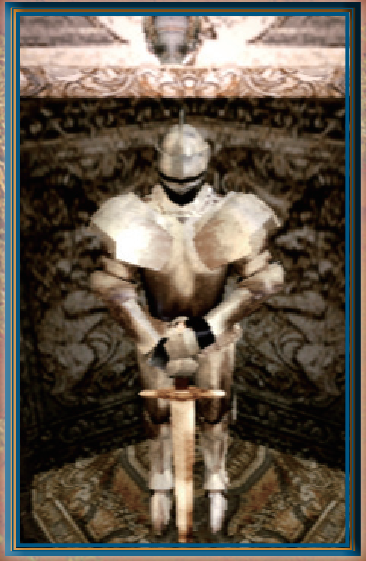


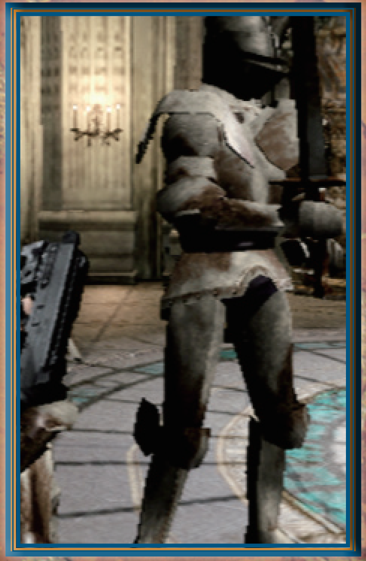
The fruits of applied Plaga experiments by the cult to fuse human, insect, and reptile DNA. The fusion is still imperfect, however, and the result is a grotesque chimera with obvious vestiges of each species. It has three primary stages: In the first, it uses a lithe, whip-like tentacle on its left arm to attack its prey; in the second, the huge, claw-like Plaga extends out from its spinal cord to attack; in the third, it uses its powerful jaws to burrow into the ground and ambush its prey from below.

ARMADURA

These creatures come from the Spanish word for "armor," and possess both light- and heavy-armored variations. Plagas who have lost their hosts will inhabit these armored suits, remaining dormant to conserve energy as they wait for a creature suitable to becoming a host. The Plaga stretched out inside the armor and manipulates it with its tentacles, allowing it to move in human-like ways, swing swords and axes to subdue its prey.



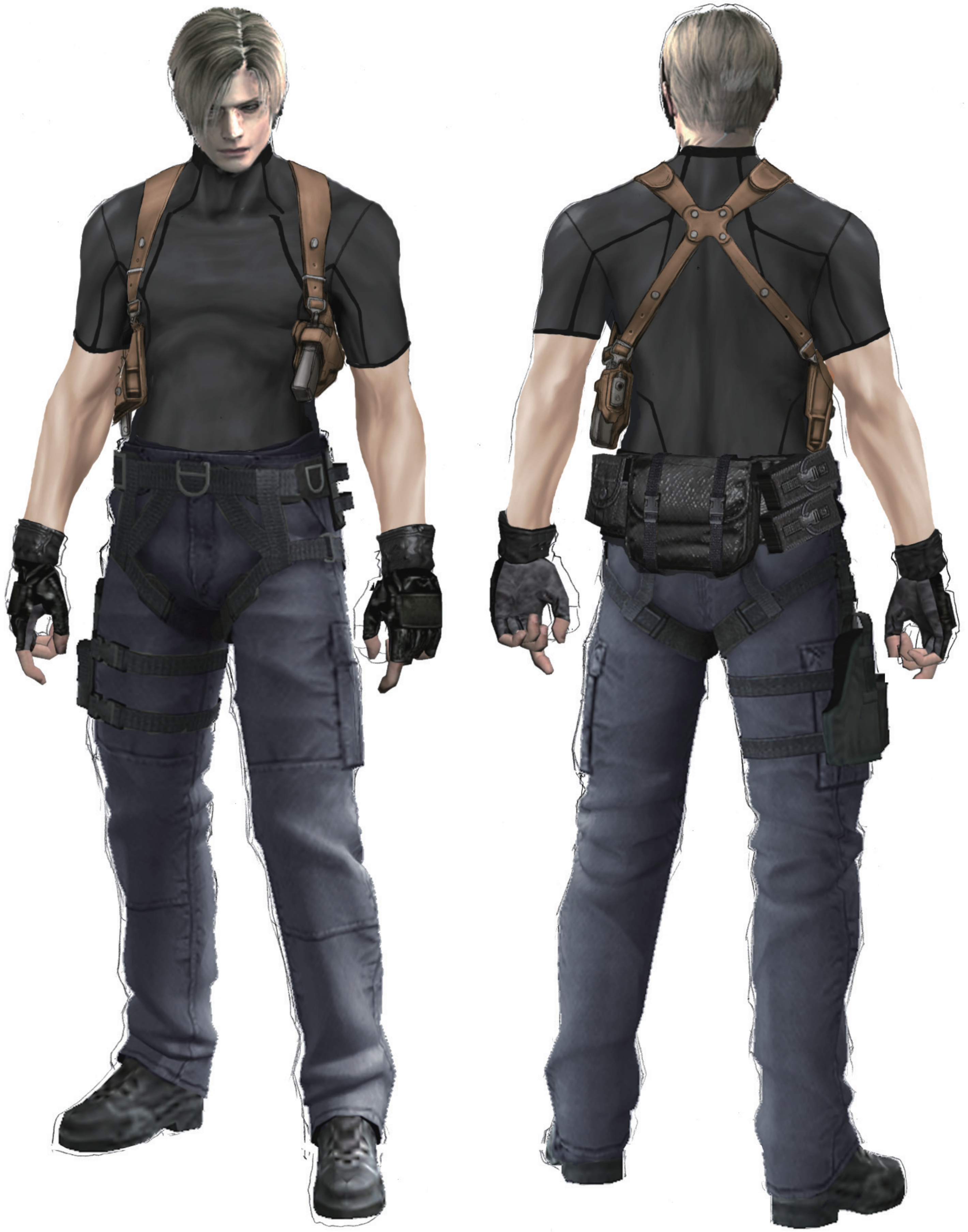


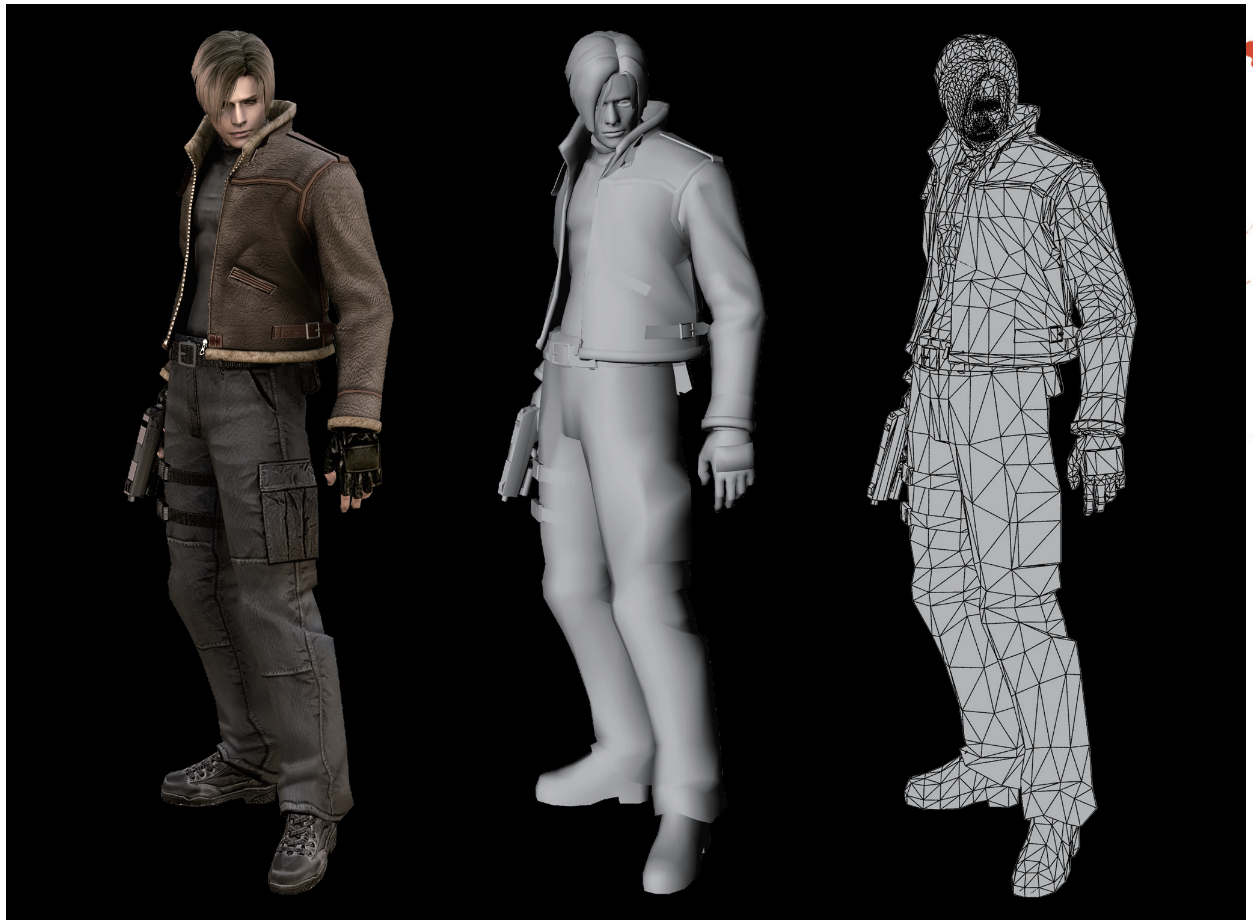


VISUAL WORK

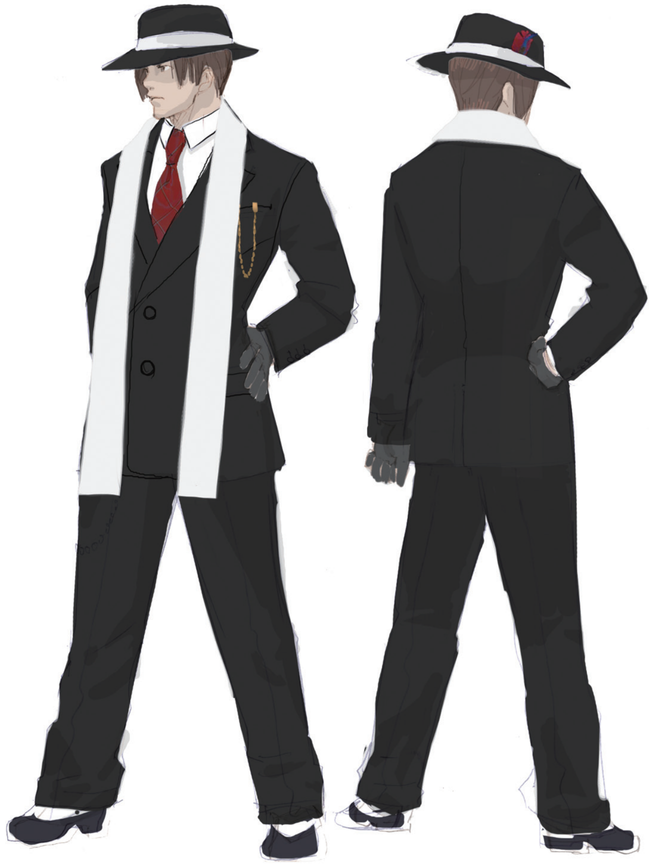
VISUAL
WORK

Leon S. Kennedy



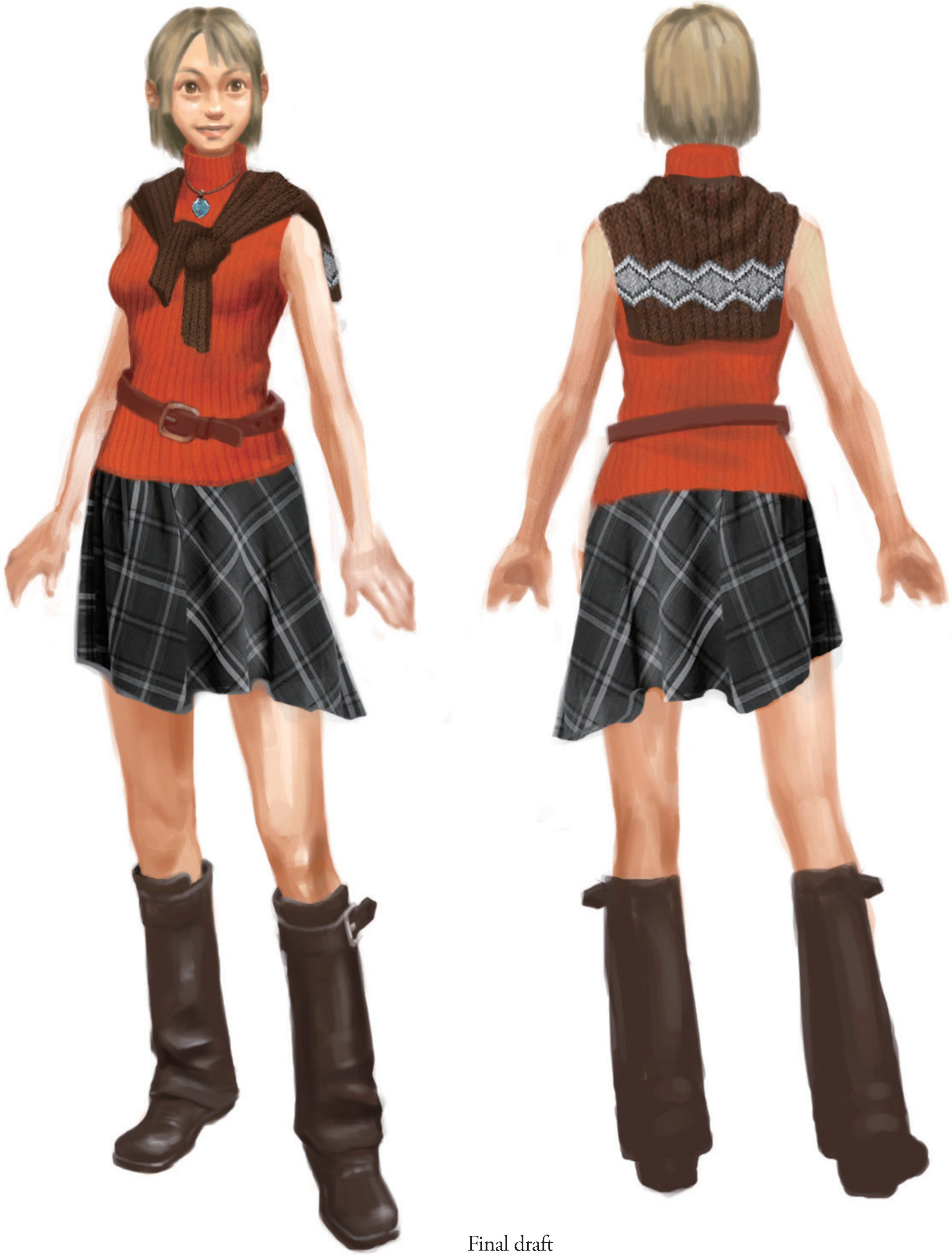


Full body model



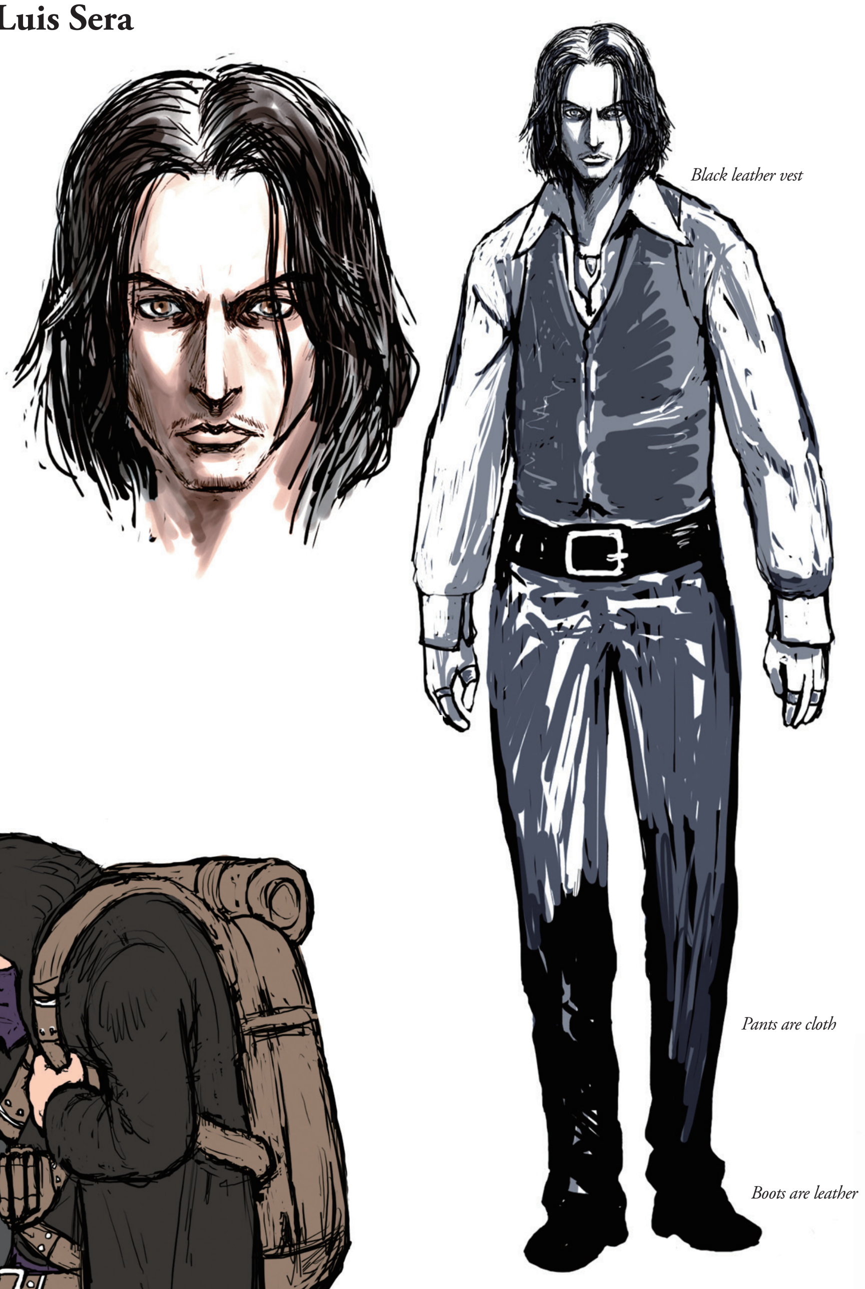
Special Costume design

Ashley Graham



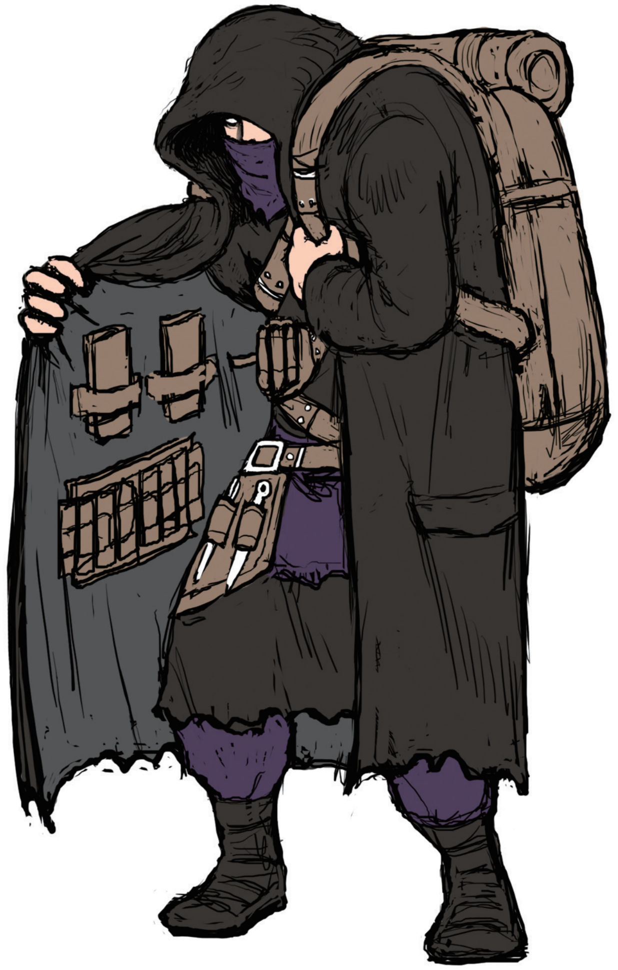
Final draft

Luis Sera


Black leather vest
Pants are cloth
Boots are leather

Final draft

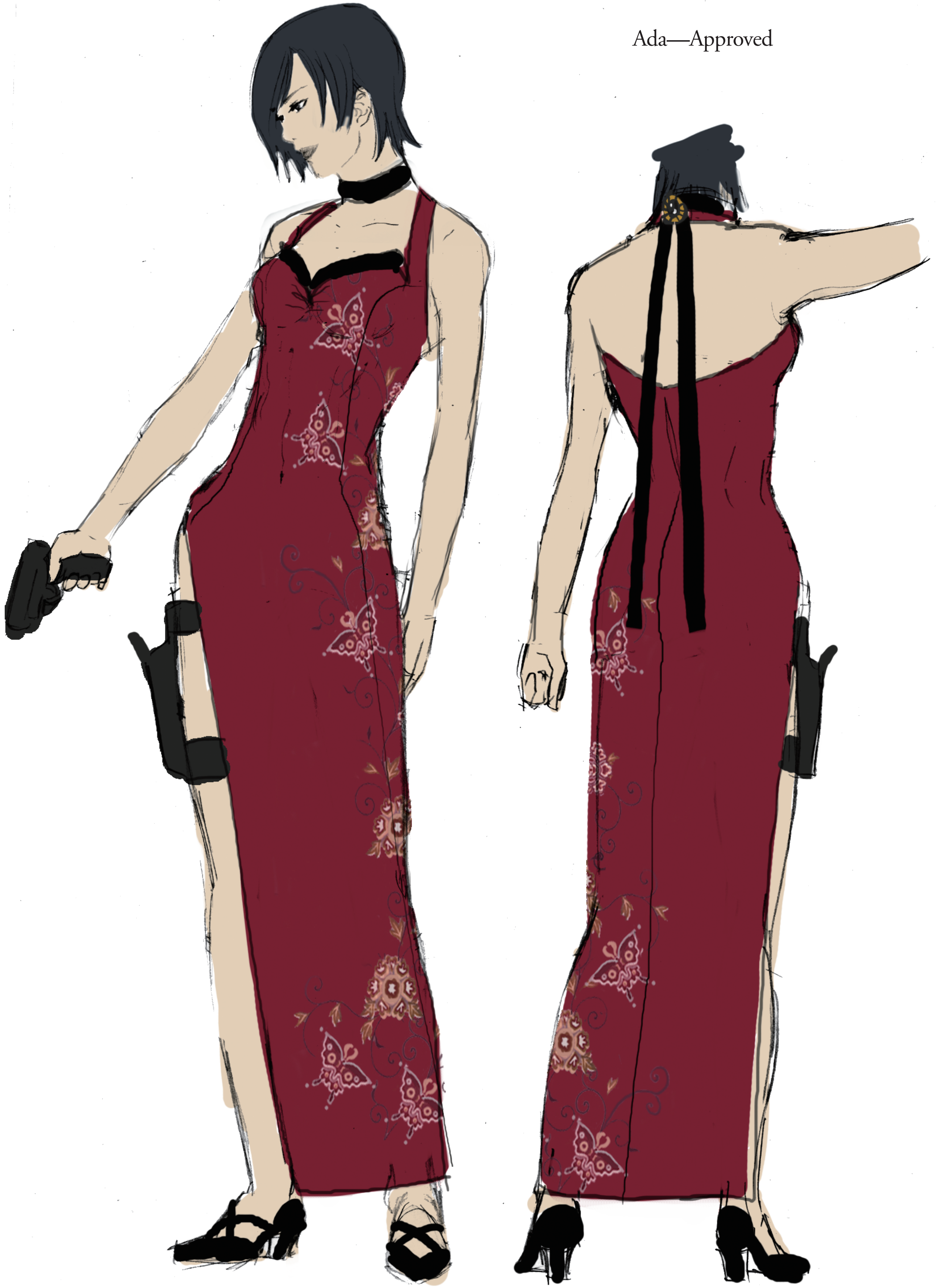
Weapons Merchant

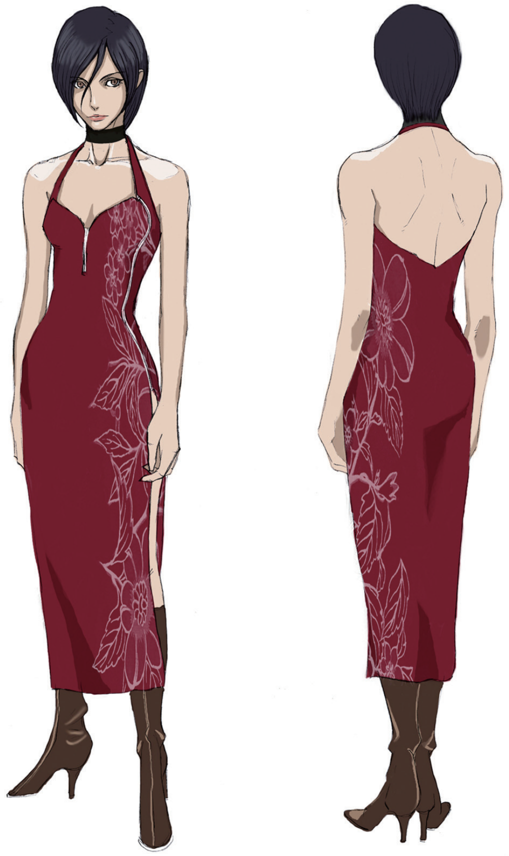


Final draft

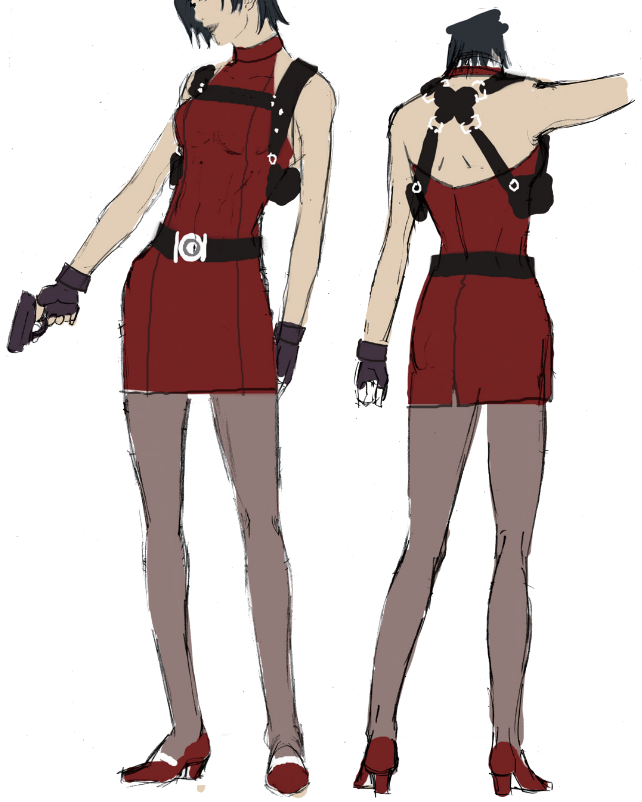
Ada Wong

Ada—Approved

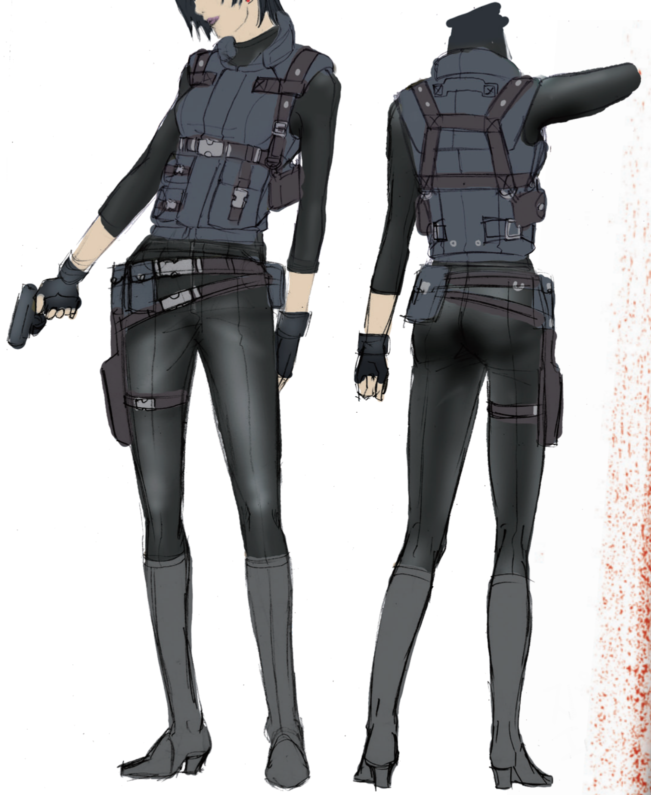




Ada—RE2 version



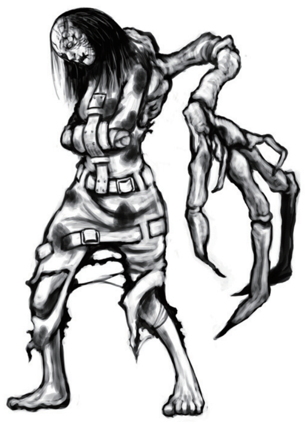
Spy Ada



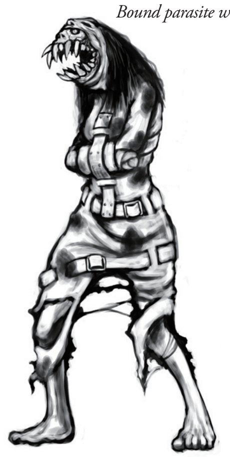
Pose, costume variations

Creature Drafts

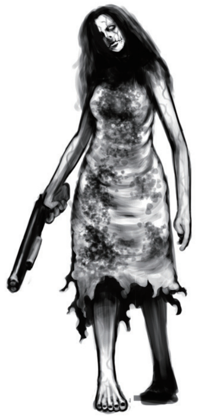
Initial concepts

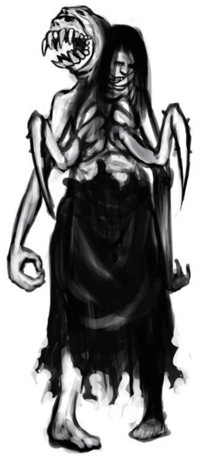


Bound parasite woman A-type

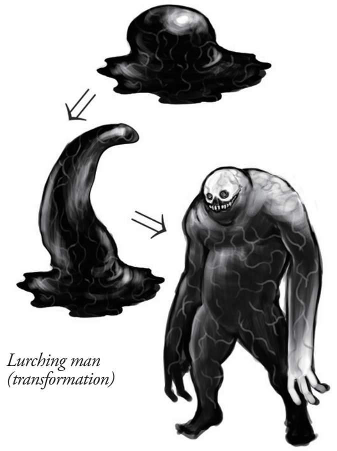


Bound parasite woman B-type

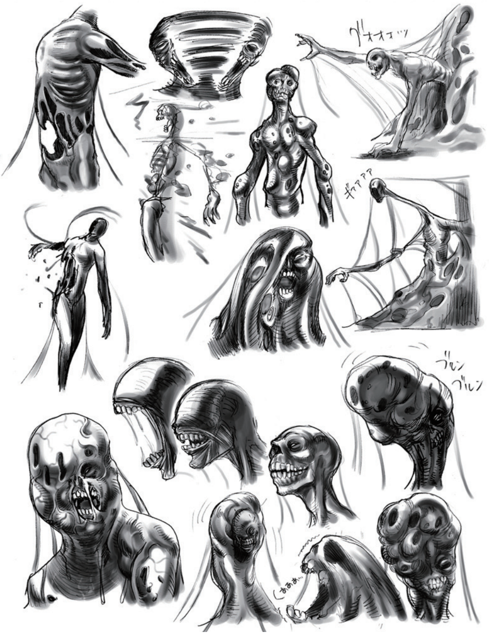


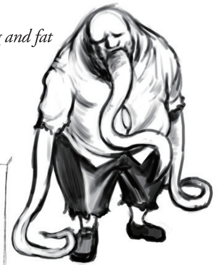


Two-headed parasite woman



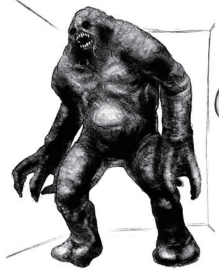
Lurching man (transformation)





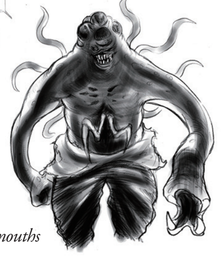
Big and fat

Parasite tentacles hang from its arms and mouth



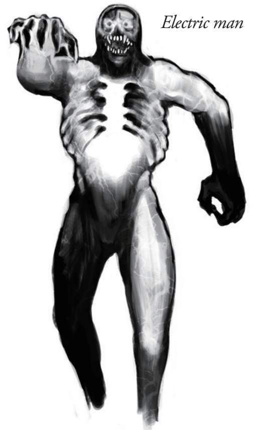
It should look like guns can't hurt it

Big, eyesight is poor

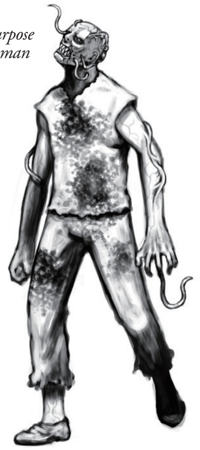


Multiple eyes on head

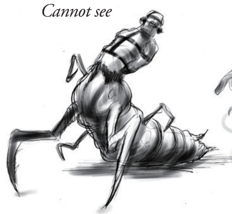
Both arms end in mouths



Electric man

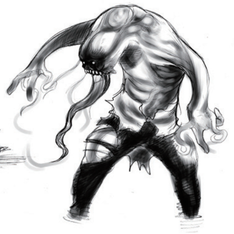


General-purpose parasite human



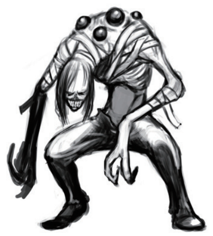
Cannot see

Upper half is a bound human
Lower half is a parasite
Slides across the ground when it walks



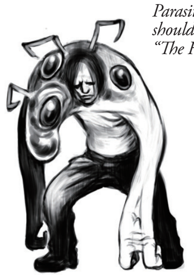
Parasite looks like a tongue

Upper half made from supple material



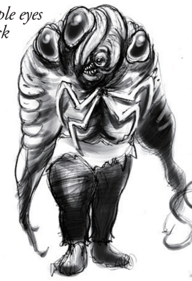
Multiple eyes on back

Like a lab experiment

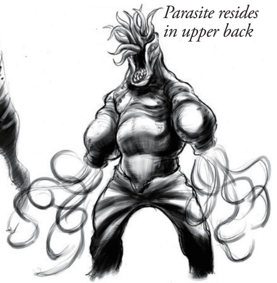


Parasite emerges from shoulder like in movie "The Hidden"

Human face, can talk

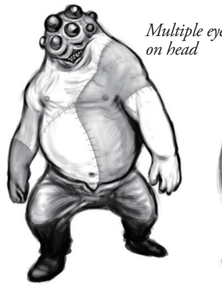


Multiple eyes on back



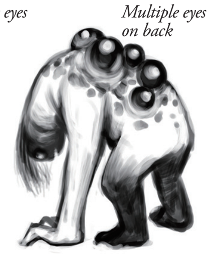
Parasite resides in upper back

Tentacles come out of face and arms



Multiple eyes on head

Visible stitches like a lab experiment

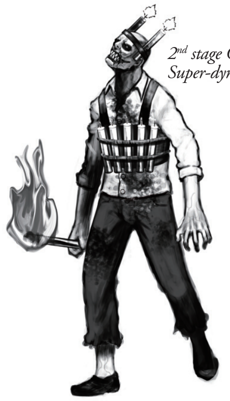


Multiple eyes on back

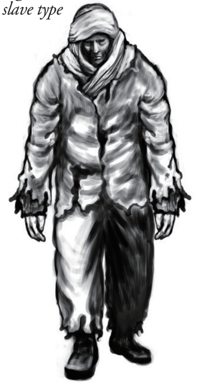
Cannot see, stalks enemies through sound

Ganados

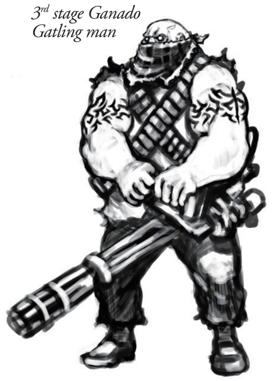
Initial concepts



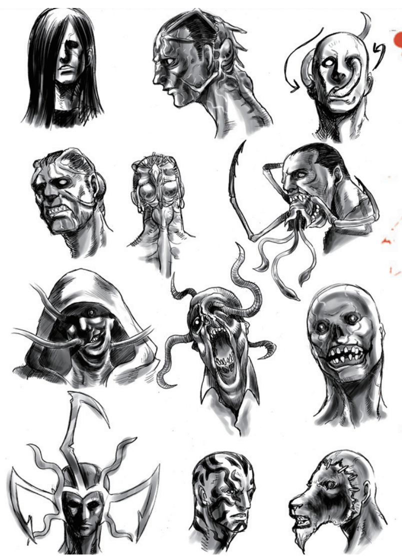
2nd stage Ganado
Super-dynamite man

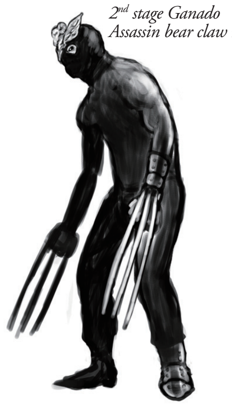


2nd 3rd stage Ganados
Bound slave type

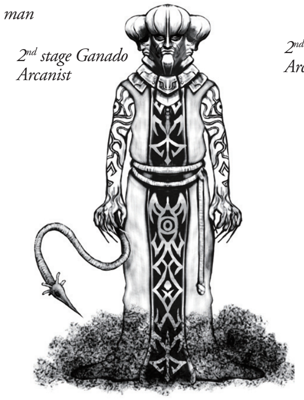


3rd stage Ganado
Gatling man

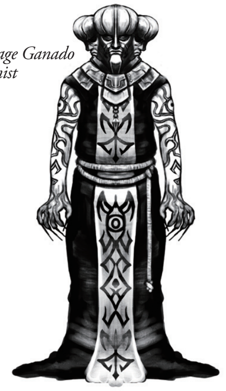




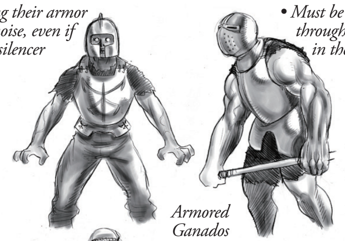
2nd stage Ganado
Assassin bear claw man



2nd stage Ganado
Arcanist

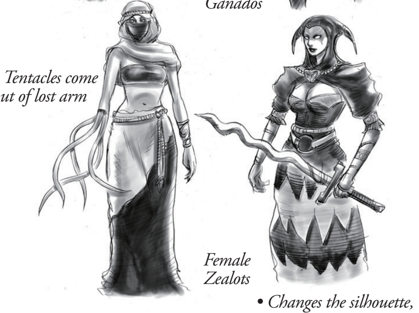


2nd stage Ganado
Arcanist



- Hitting their armor makes noise, even if using a silencer
- Must be hit through the cracks in their armor

Armored Ganados



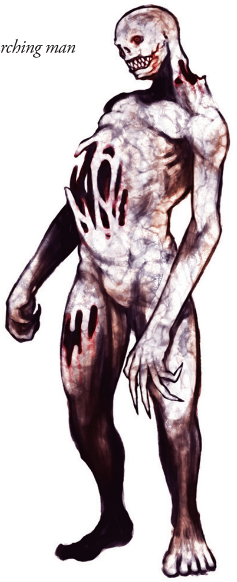
- Tentacles come out of lost arm

Female Zealots

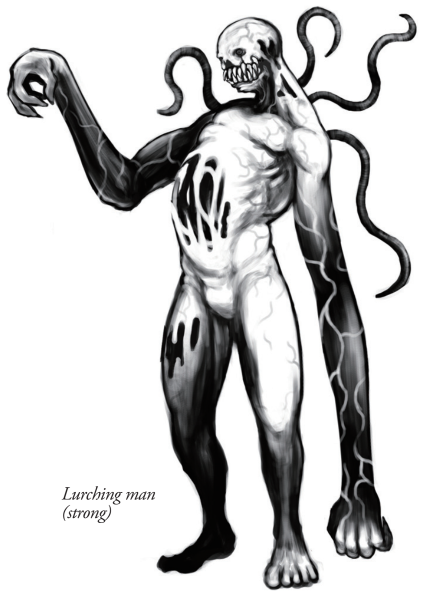
- Changes the silhouette, but how about female zealots?

Regenerators

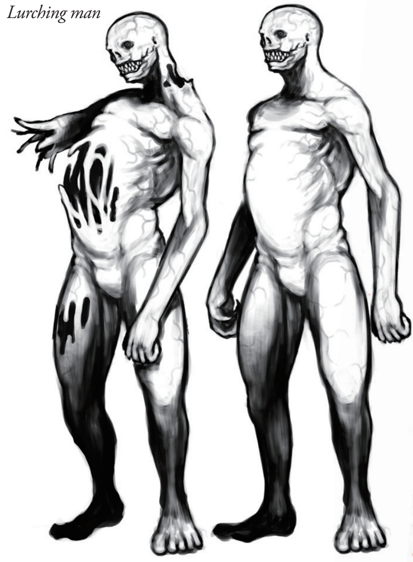
Initial concepts



Lurching man



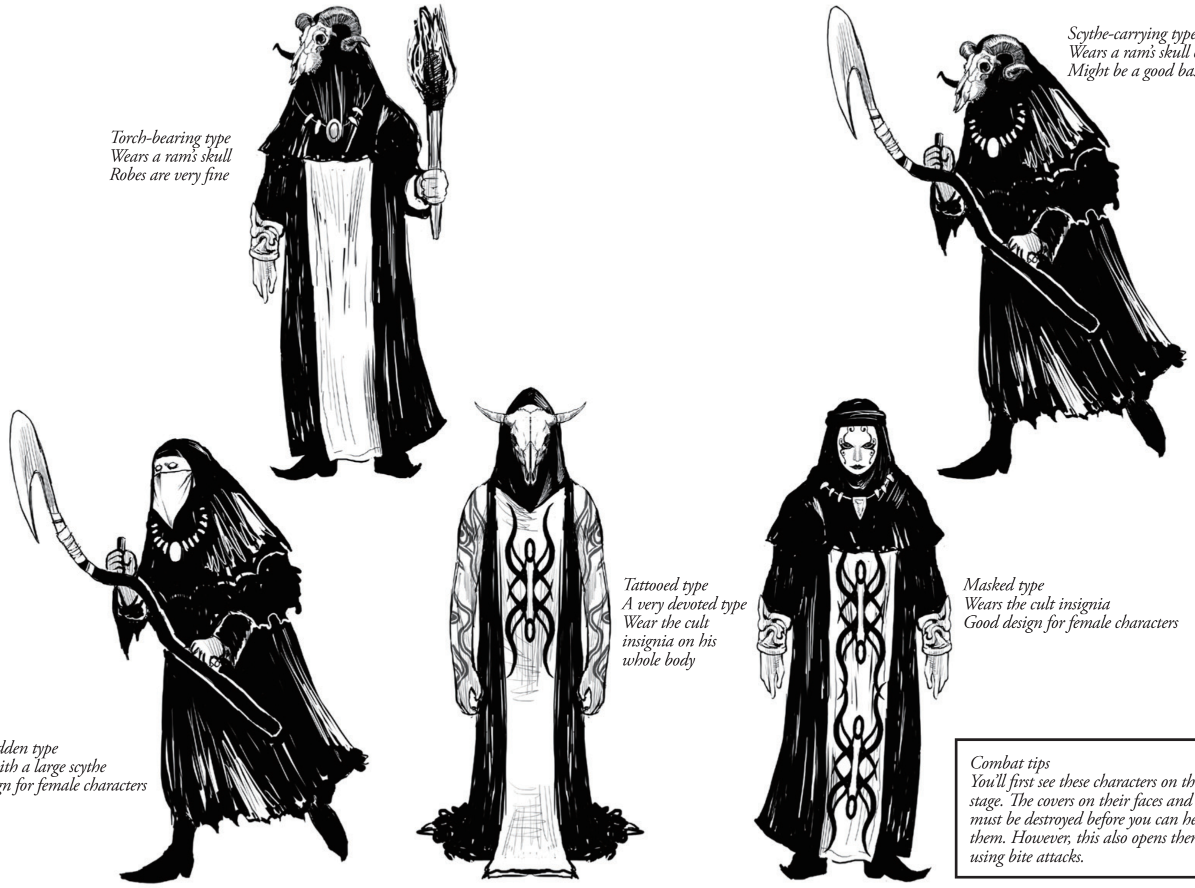
Lurching man (strong)



Lurching man

Ganados

Human zealot versions



Torch-bearing type
Wears a ram's skull
Robes are very fine

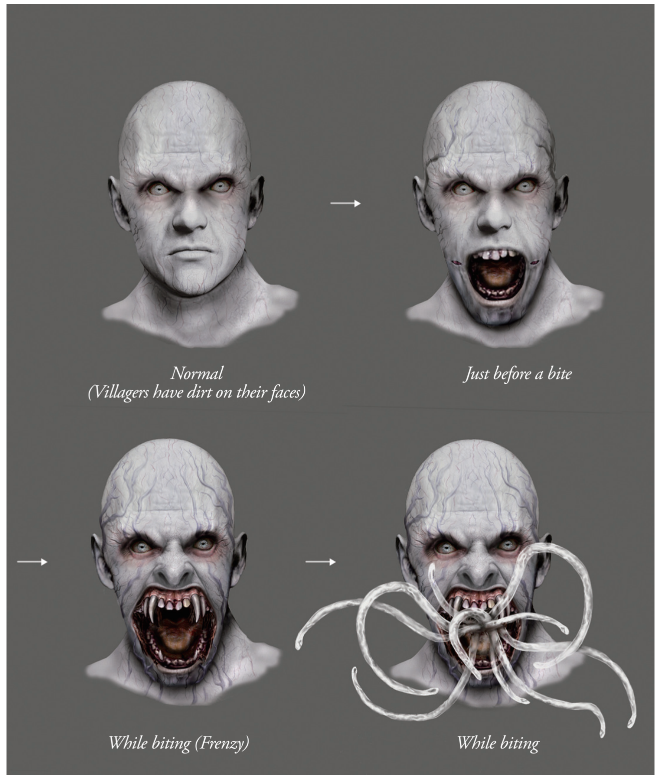
Scythe-carrying type
Wears a ram's skull on his head
Might be a good base design

Mouth-hidden type
Charges with a large scythe
Good design for female characters

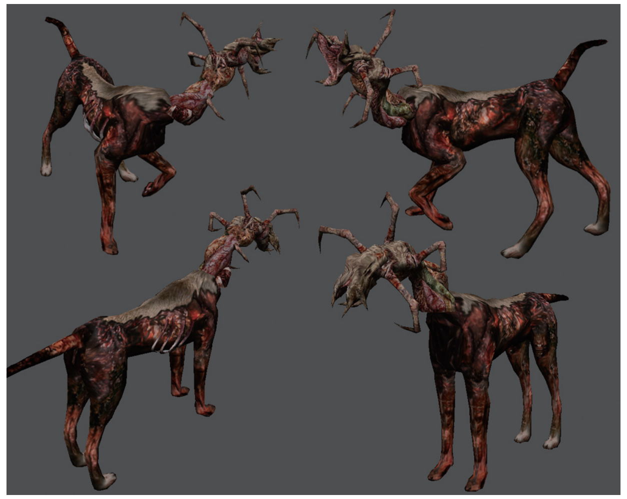
Tattooed type
A very devoted type
Wear the cult insignia on his whole body

Masked type
Wears the cult insignia
Good design for female characters

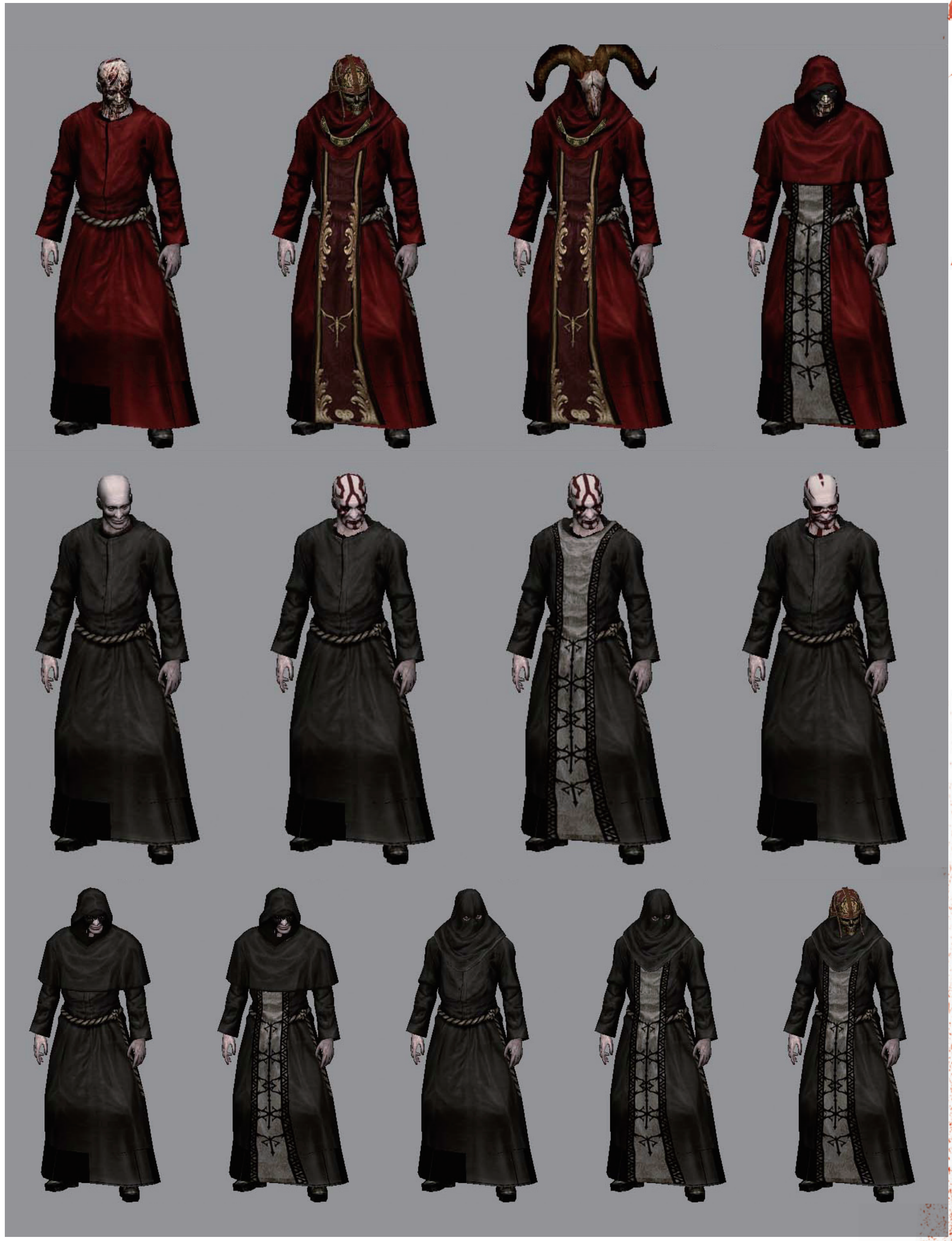
Combat tips
You'll first see these characters on the 2nd stage. The covers on their faces and heads must be destroyed before you can head-shot them. However, this also opens them up to using bite attacks.


Normal
(Villagers have dirt on their faces)
→
Just before a bite
→
While biting (Frenzy)
→
While biting

Face variations



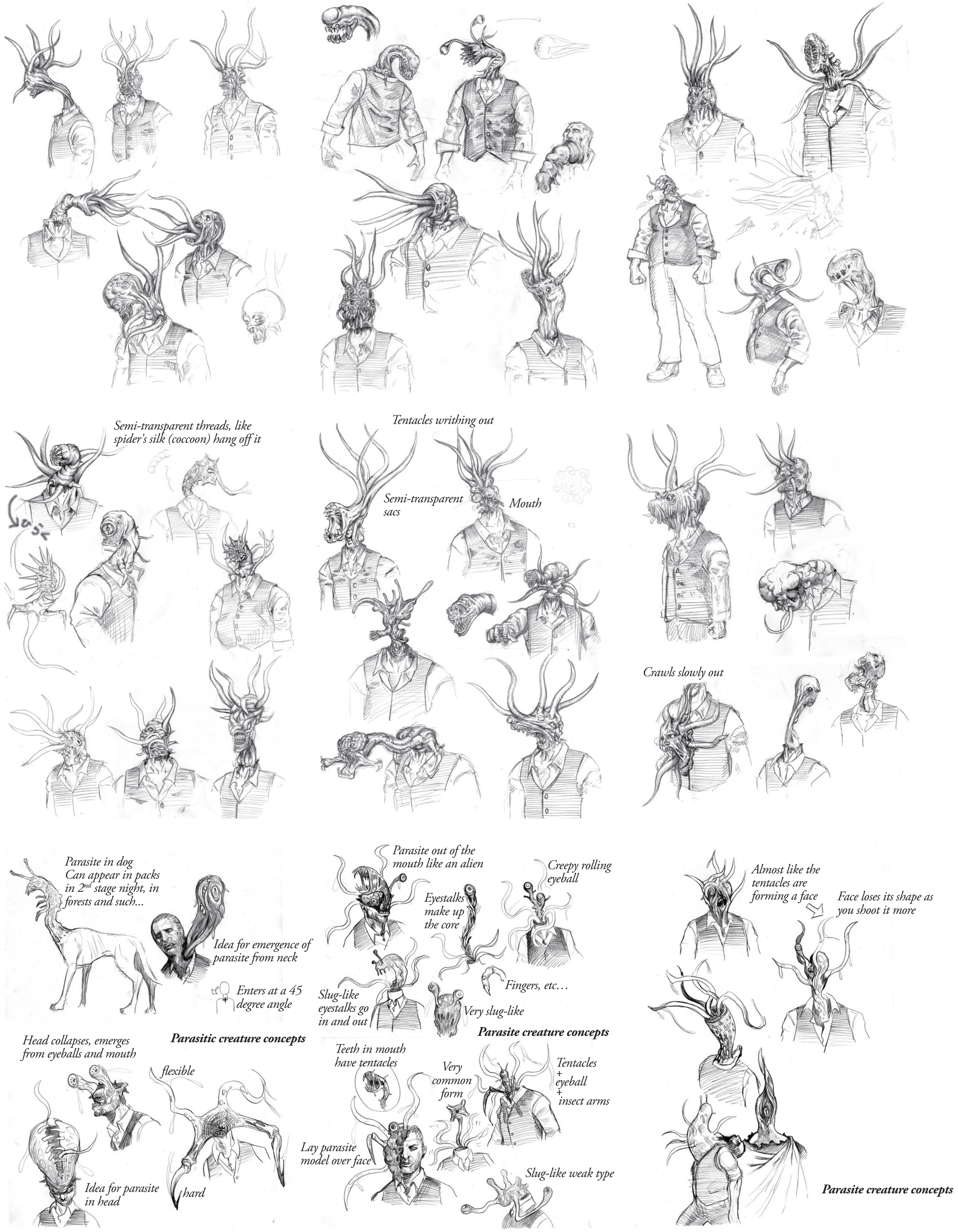
Colmillos pose variations



Costume variations

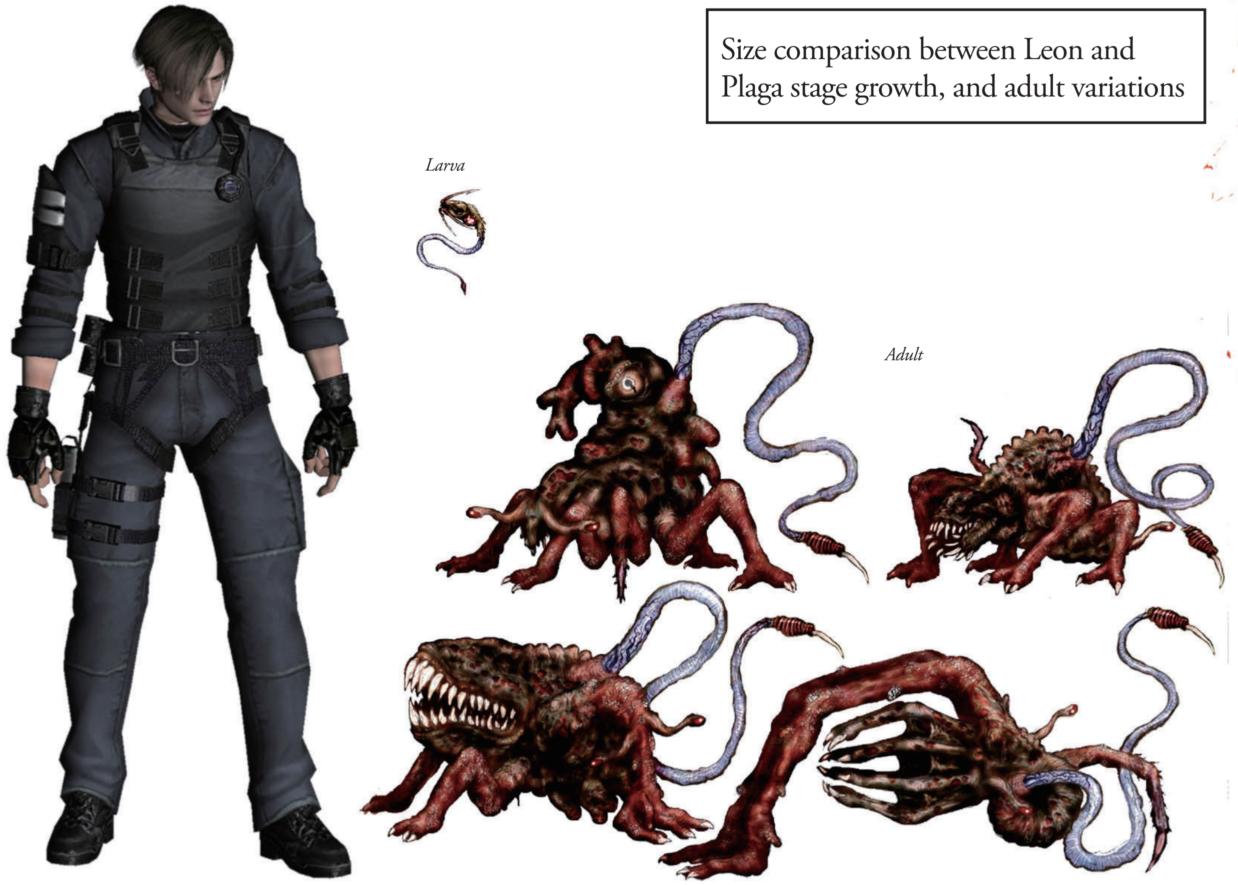
Ganados (Plaga)

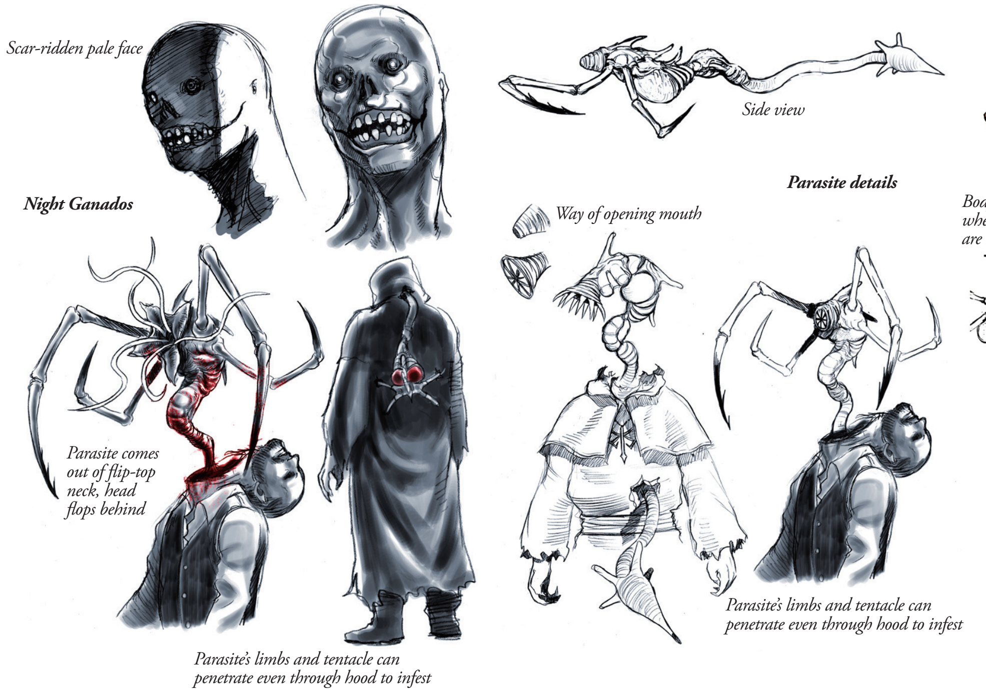
Initial concepts for parasite-exposed variations


Semi-transparent threads, like spider's silk (cocoon) hang off it
Tentacles writhing out
Semi-transparent sacs
Mouth
Crawls slowly out
Parasite in dog
Can appear in packs in 2nd stage night, in forests and such...
Idea for emergence of parasite from neck
Enters at a 45 degree angle
Head collapses, emerges from eyeballs and mouth
Parasitic creature concepts
flexible
hard
Idea for parasite in head
Parasite out of the mouth like an alien
Eyestalks make up the core
Creepy rolling eyeball
Fingers, etc…
Slug-like eyestalks go in and out
Very slug-like
Parasite creature concepts
Teeth in mouth have tentacles
Very common form
Tentacles + eyeball + insect arms
Lay parasite model over face
Slug-like weak type
Almost like the tentacles are forming a face
Face loses its shape as you shoot it more
Parasite creature concepts

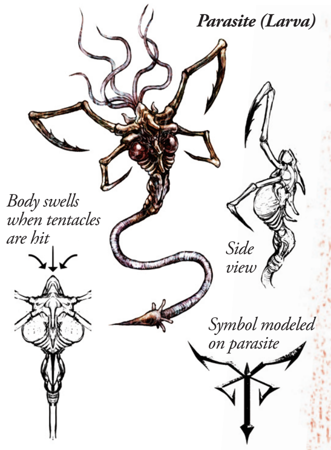
Plaga

Size comparison between Leon and Plaga stage growth, and adult variations


Larva
Adult

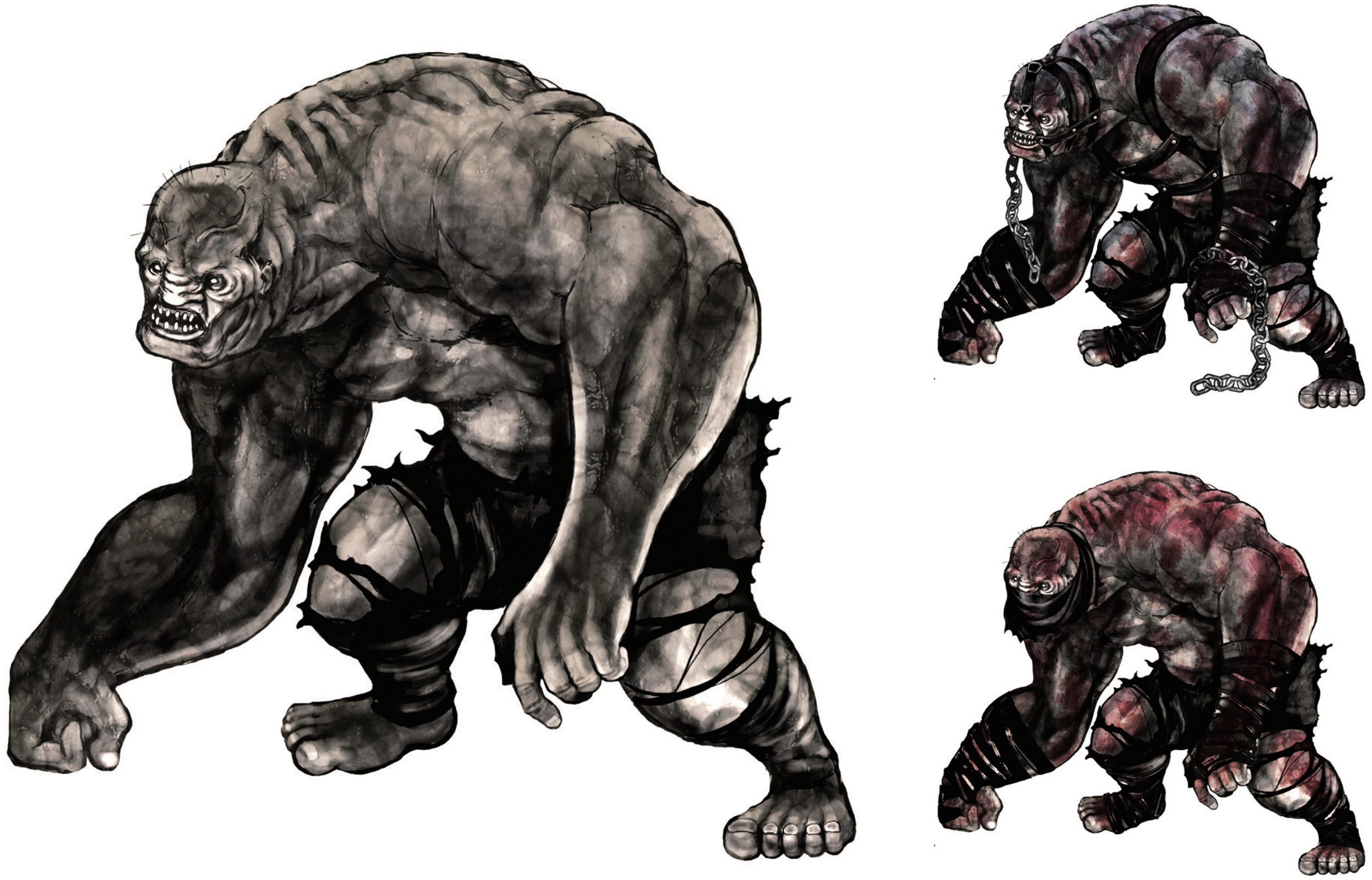

Scar-ridden pale face
Night Ganados
Parasite comes out of flip-top neck, head flops behind
Parasite's limbs and tentacle can penetrate even through hood to infest
Side view
Parasite details
Way of opening mouth
Parasite's limbs and tentacle can penetrate even through hood to infest

Exposed parasite ideas

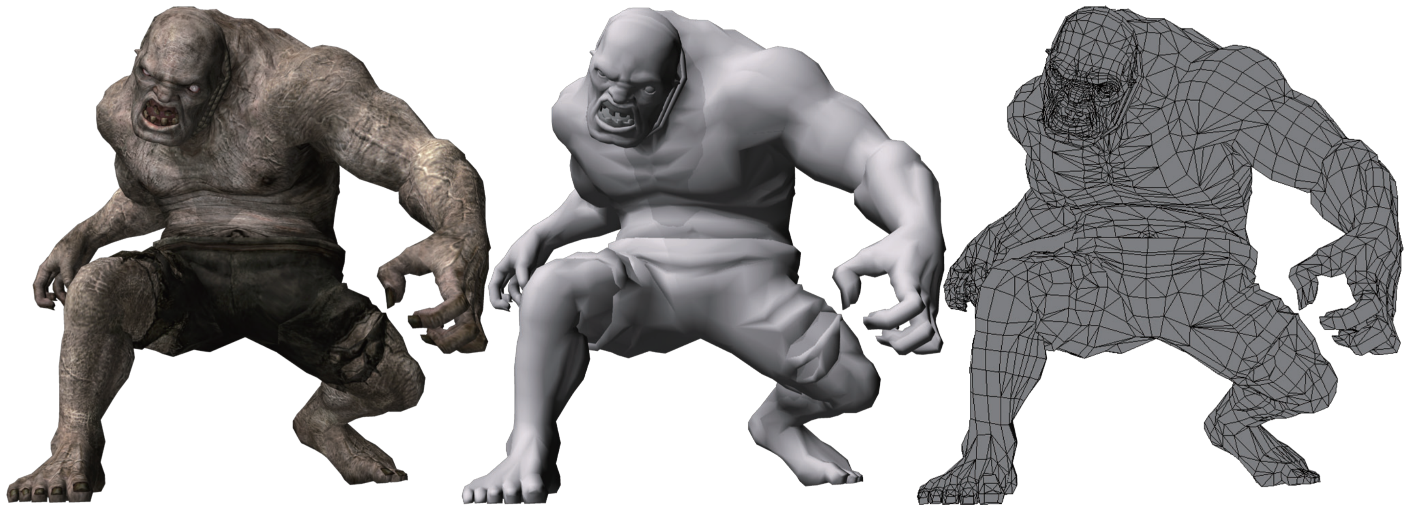

Parasite (Larva)
Body swells when tentacles are hit
Side view
Symbol modeled on parasite

Final designs

El Gigante

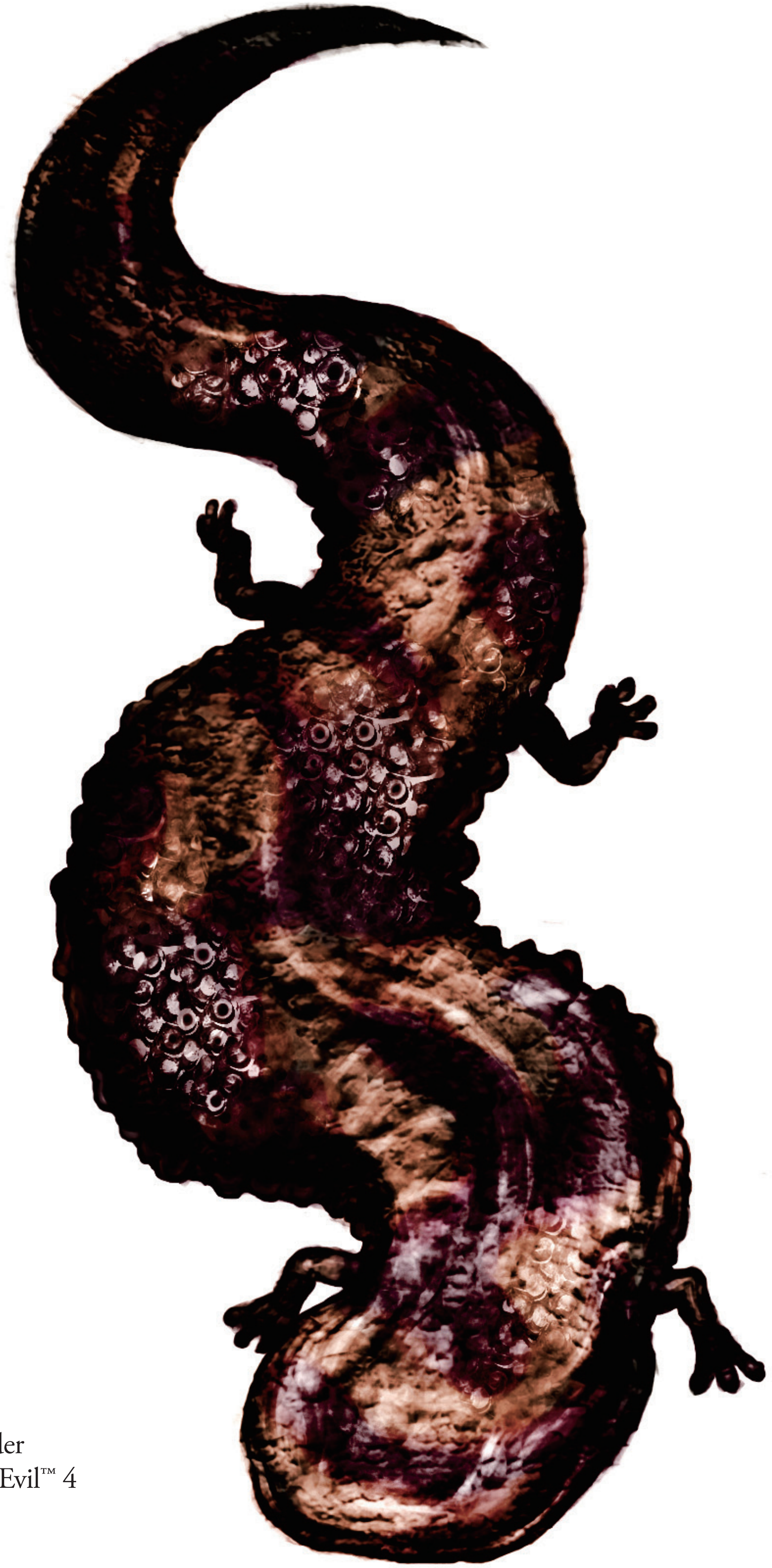


First-stage variations



Full design base models

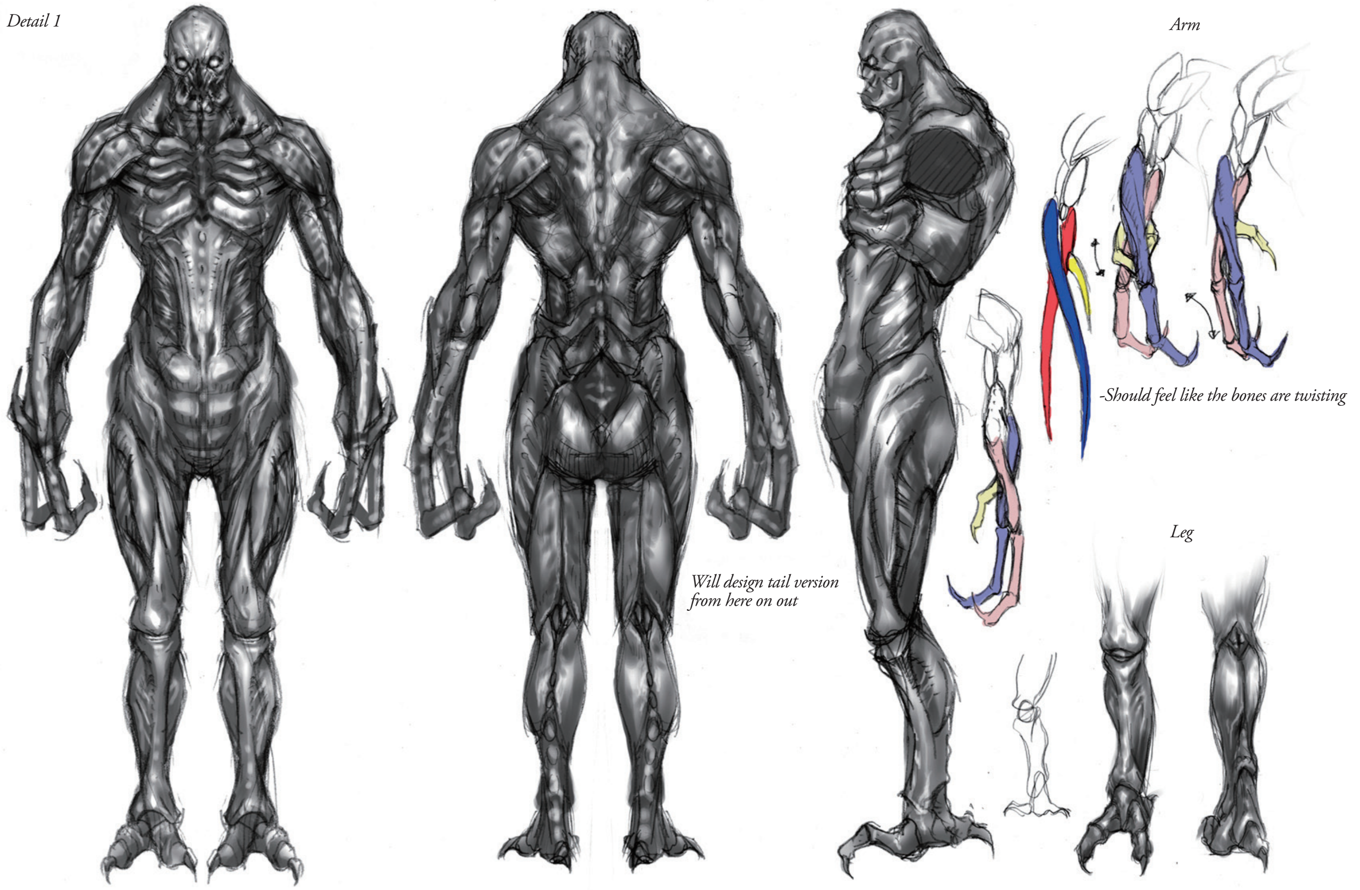
Del Lago

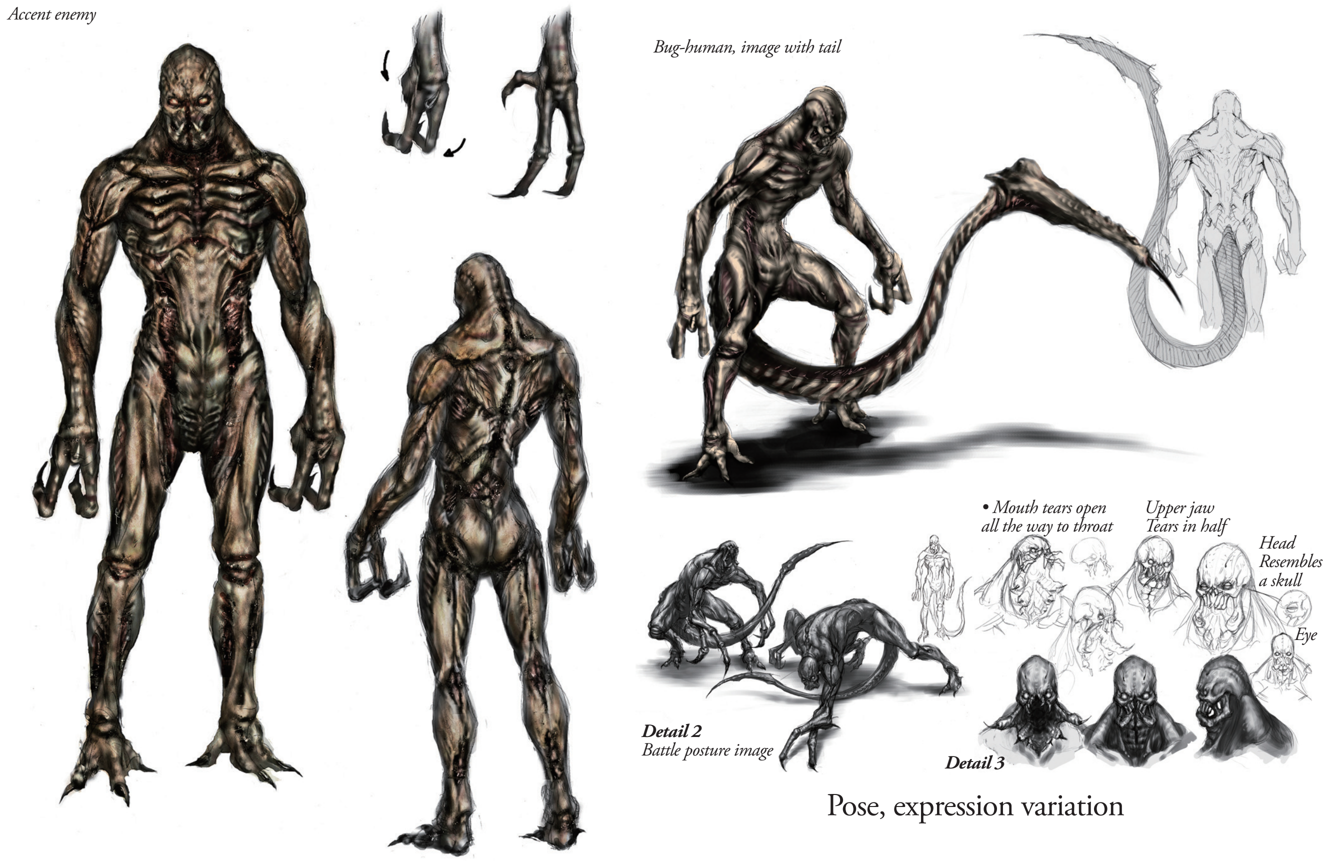


Salamander
Resident Evil™ 4

Verdugo

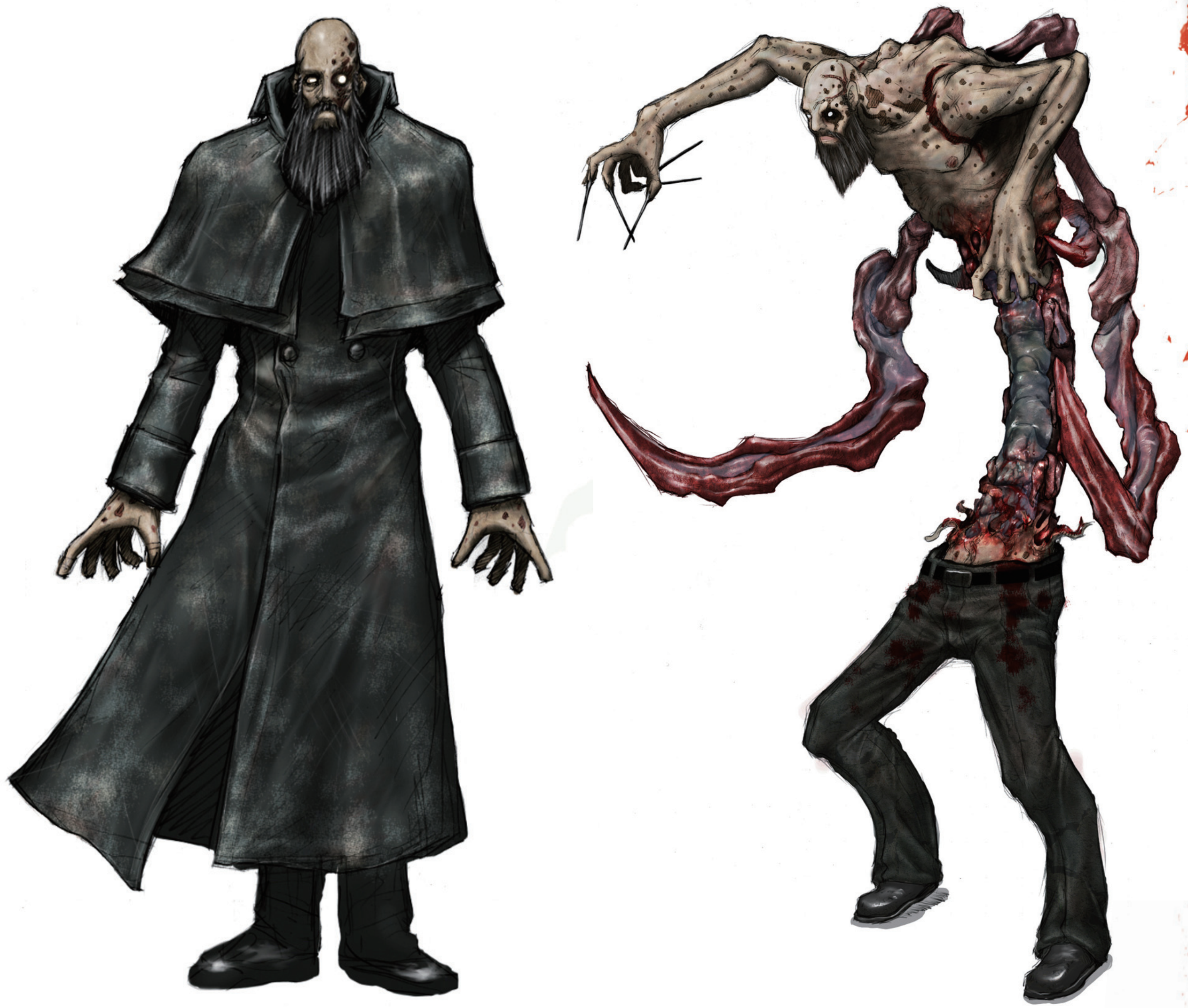
Final draft & parts detail

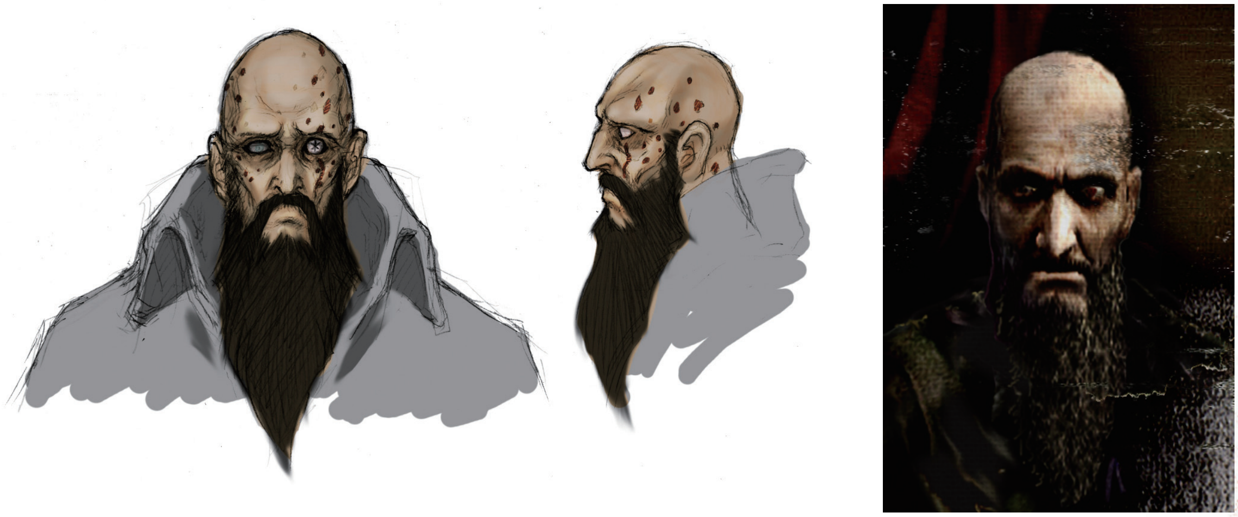

Detail 1
Arm
-Should feel like the bones are twisting
Will design tail version from here on out
Leg


Accent enemy
Bug-human, image with tail
• Mouth tears open all the way to throat
Upper jaw Tears in half
Head Resembles a skull
Eye
Detail 2
Battle posture image
Detail 3

Pose, expression variation

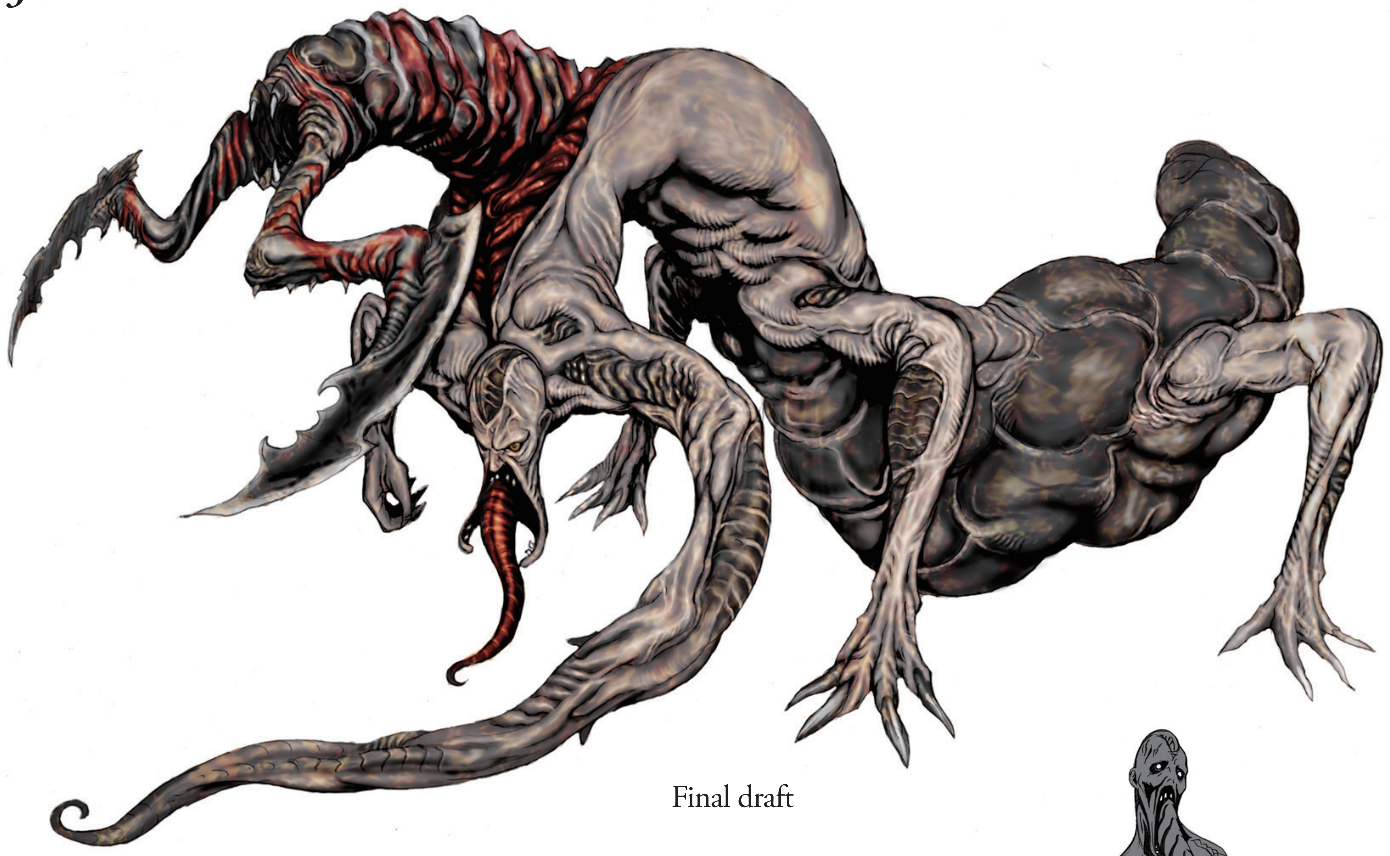
Bitores Mendez



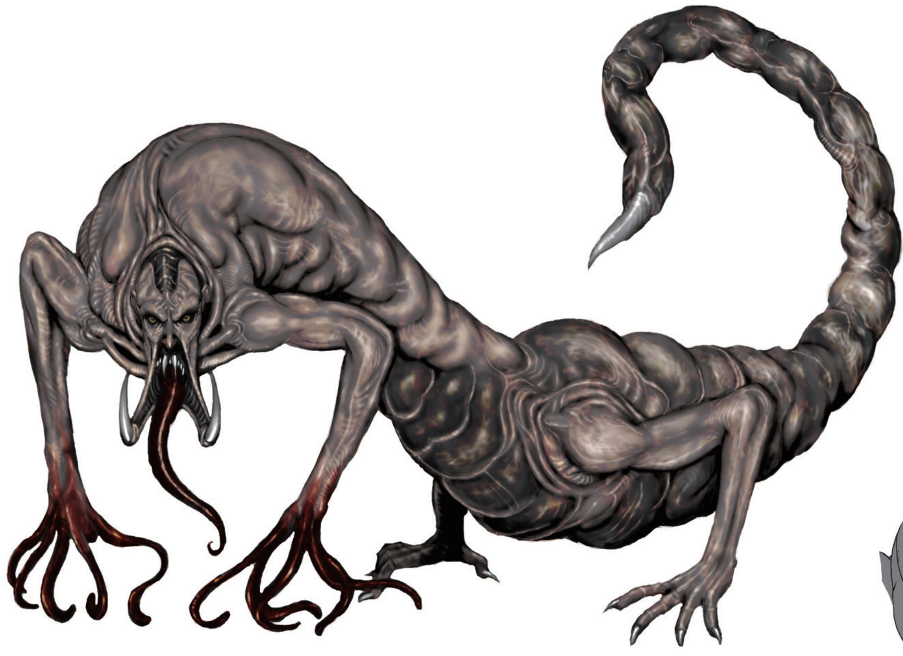


Final draft

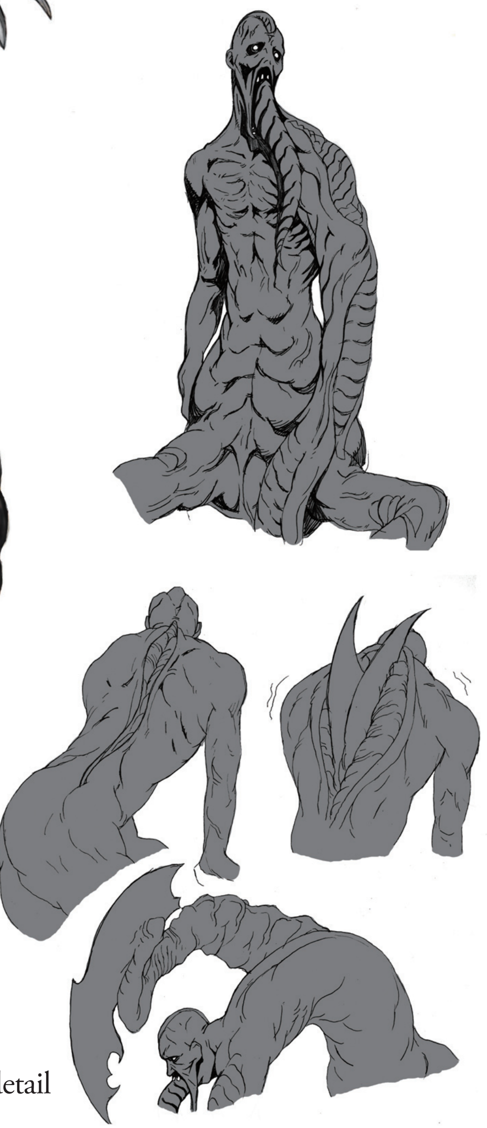
U-3



Final draft

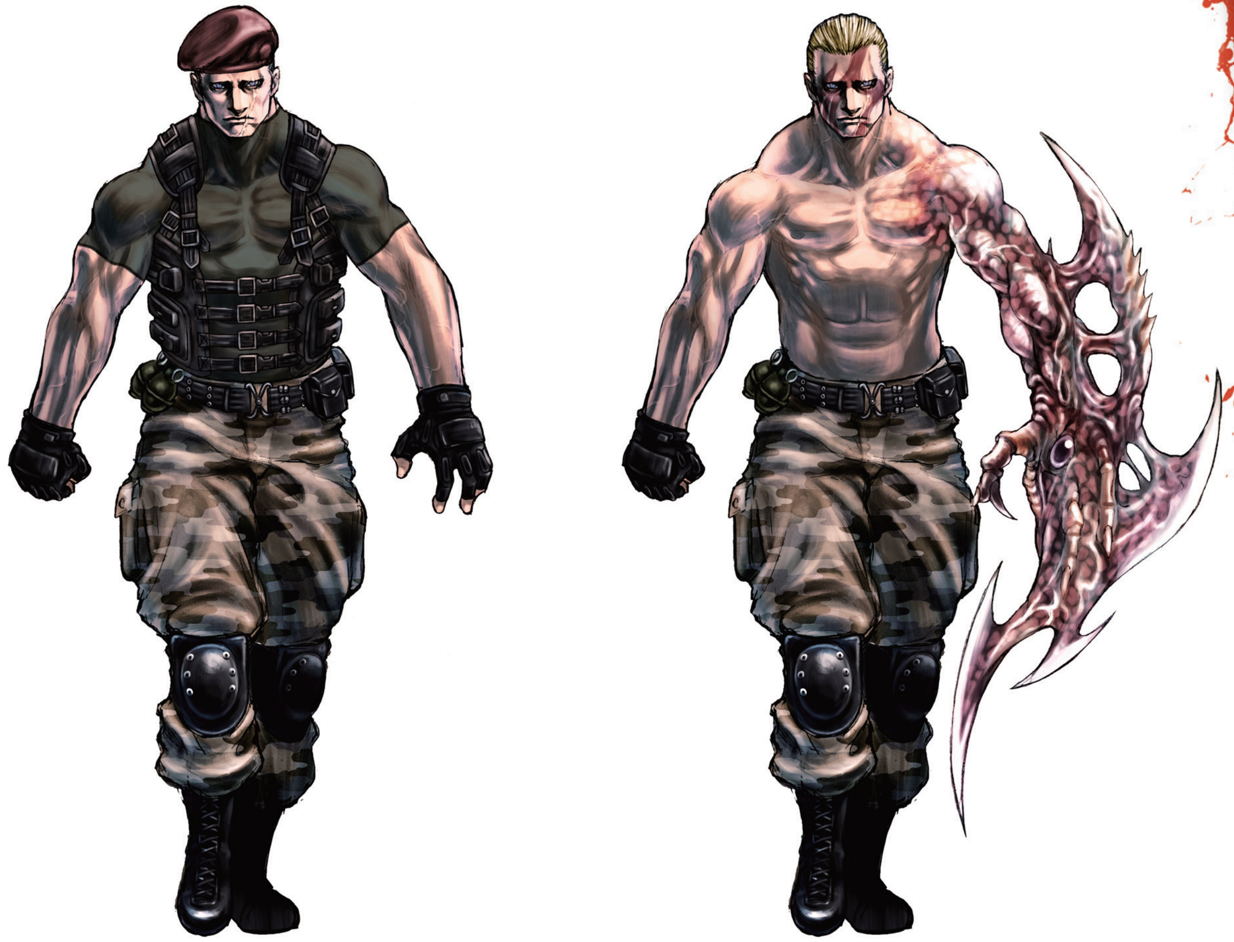


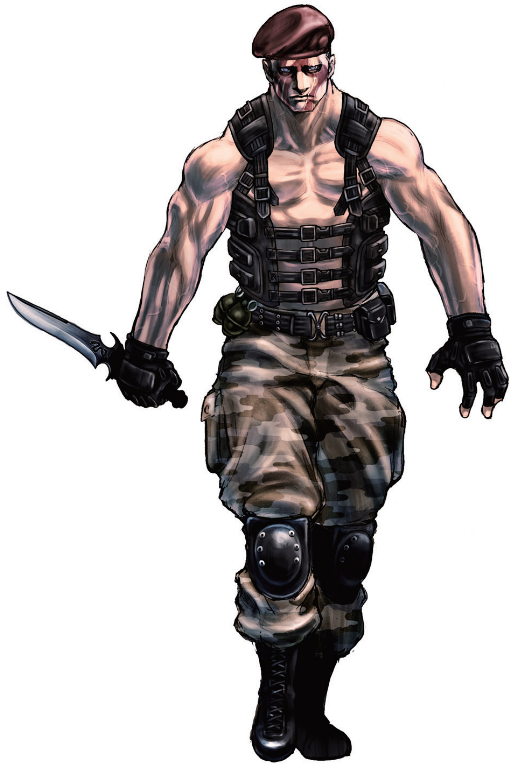
Early design

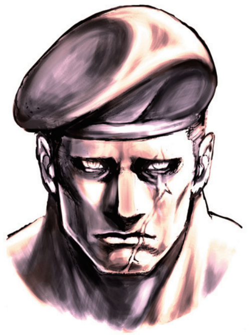


Parasite emerging detail

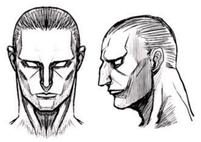
Jack Krauser



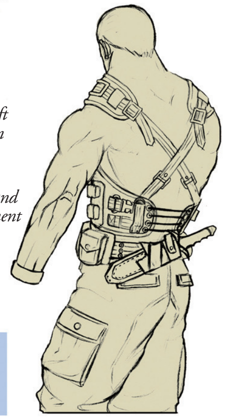




Facial scar begins above his left eye, travels down cheek to chin

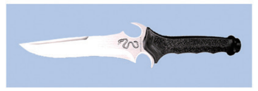


Extreme caricature



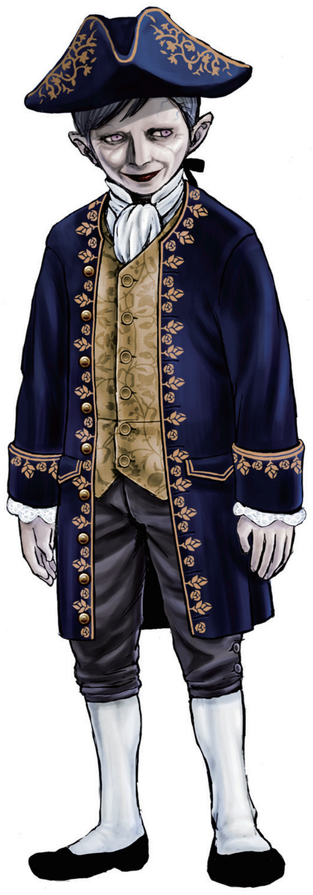
Tactical vest rear view and knife equipment placement

Krauser's personal knife



Final draft

Ramon Salazar



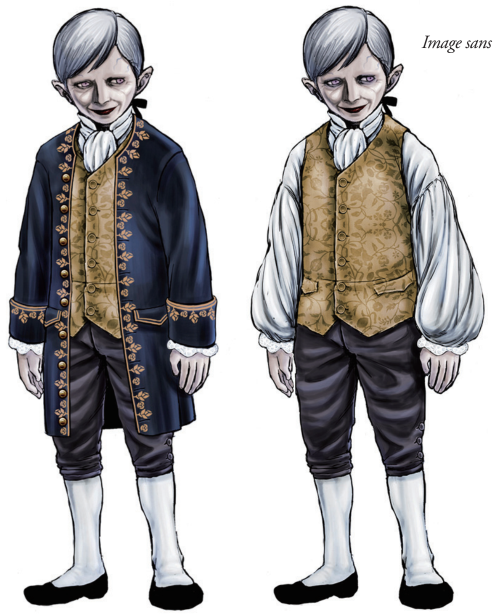
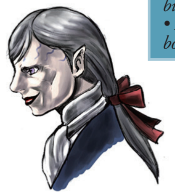
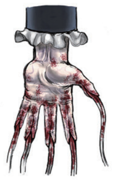


Image sans hat and coat

- *The last of a line that has lived in the old castle for generations*
- *Peculiar and eccentric, chatters a lot*
- *Doesn't attack directly, but sets traps for the player*
- *Becomes a stationary boss after transformation*

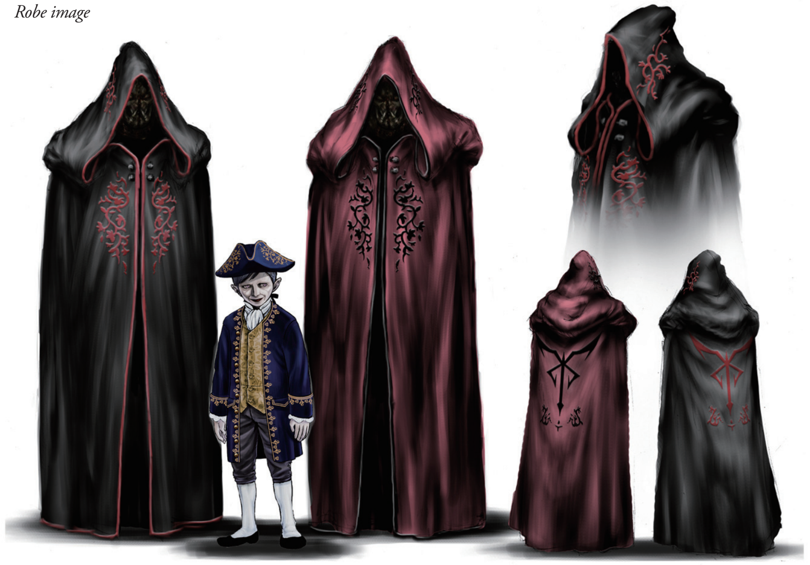


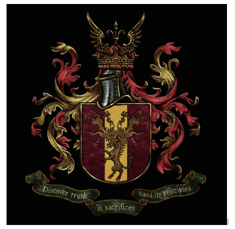
His ponytail is tied with a ribbon

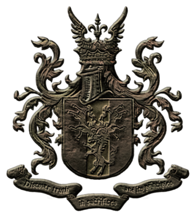


Tentacles extend from fingers
-Can implant humans with parasites using tentacles
-After retracting, wounds heal and return to normal

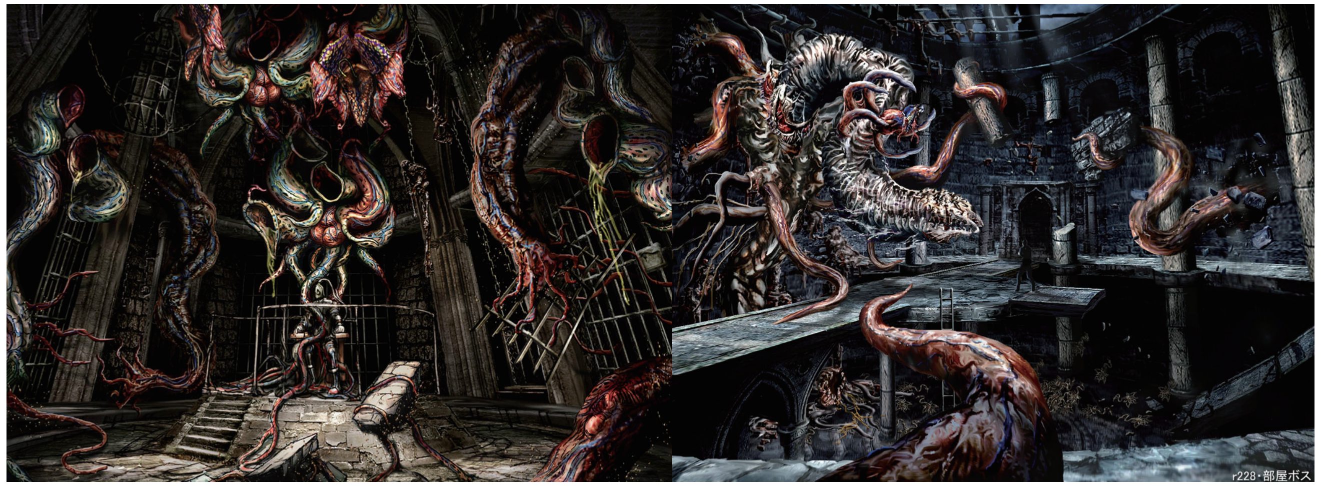
Robe image





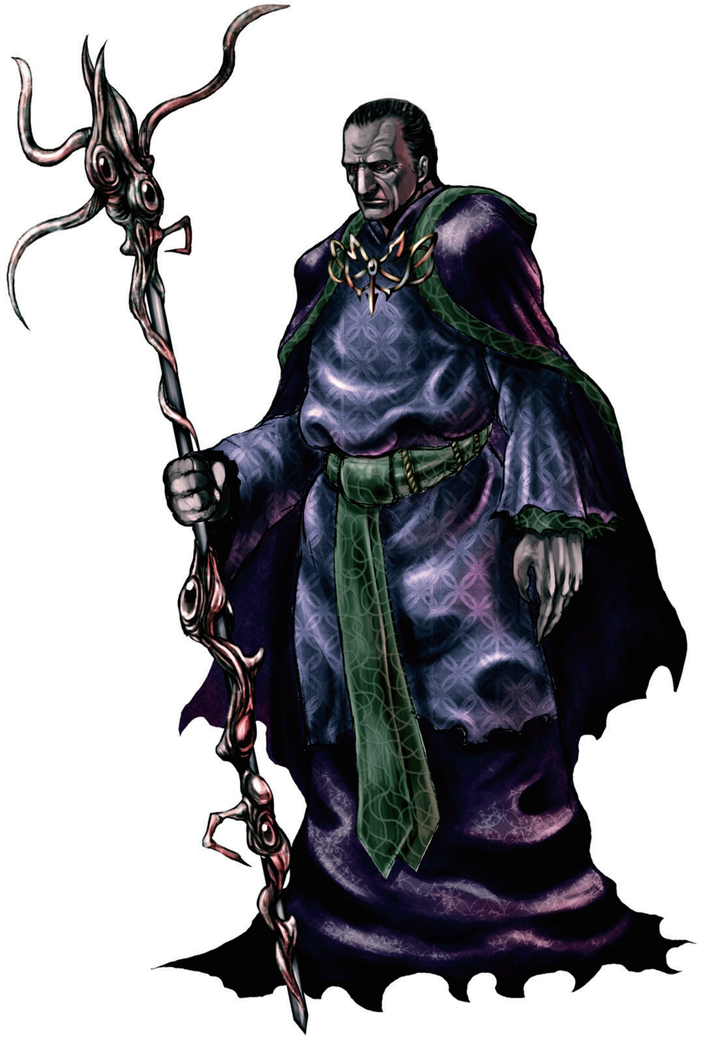


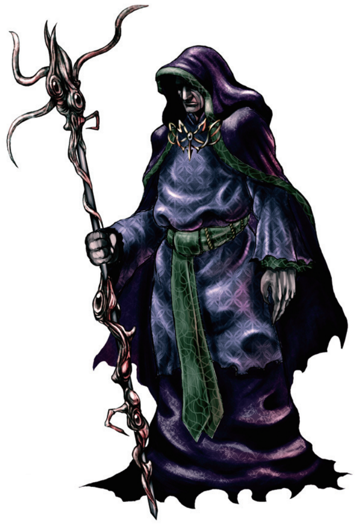
Final draft

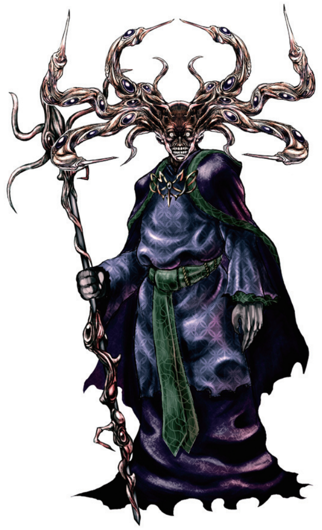


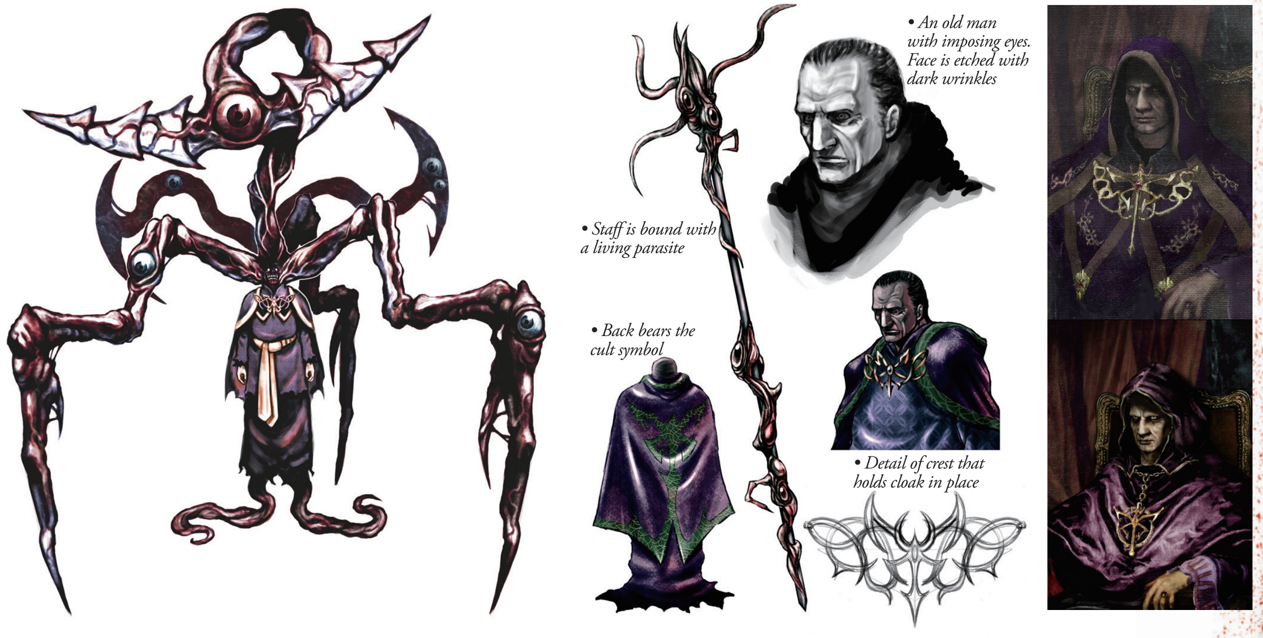
Stage design

Osmund Saddler





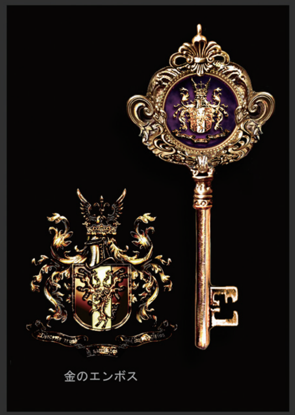




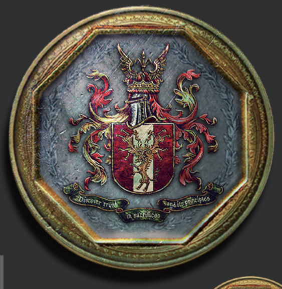
- *An old man with imposing eyes. Face is etched with dark wrinkles*
- *Staff is bound with a living parasite*
- *Back bears the cult symbol*
- *Detail of crest that holds cloak in place*

Final draft

Items & Objects

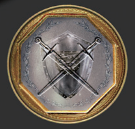


♦ itm0f: Salazar Family Crest
Bears the Salazar family crest dating back to the 15-16th century (different from cult mark)



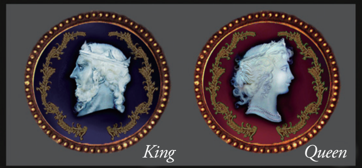
♦ itm17: Salazar family key (with crest)
Note: Bears Salazar family mark, not cult mark

Note: Unlike Japanese crests, European crests are used to differentiate individuals

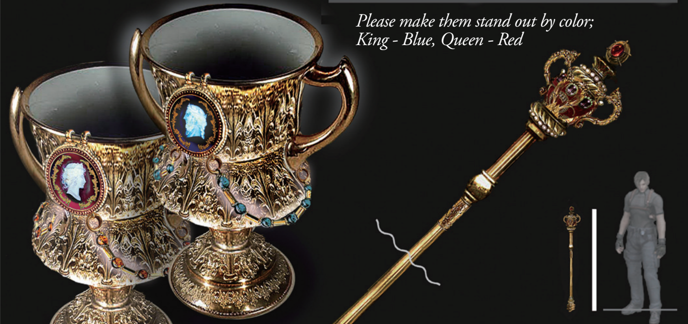


Crest reverse side

♦ itm6e/6f: Zealot Grail (1)(2)
(King and queen grail)

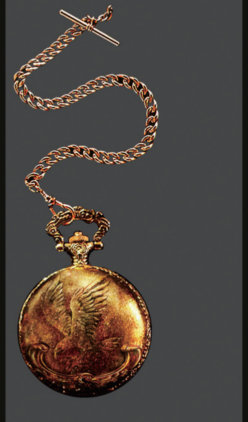


Please make them stand out by color;
King - Blue, Queen - Red

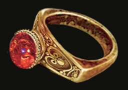


♦ itm70: Zealot Rod
Used as a lever (up to 1.2-1.5m)
How deep in you can slide it will be affected by its ornamentation. This shows how far in the lever should go.

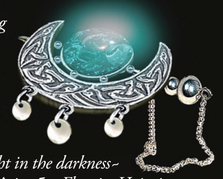
Stage 1: Forest
(Villager items, keep simple)
Treasures



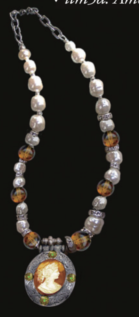
♦ itm59: Engraved broken pocketwatch



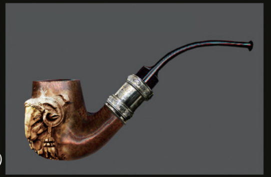
♦ itm5d: Amber ring



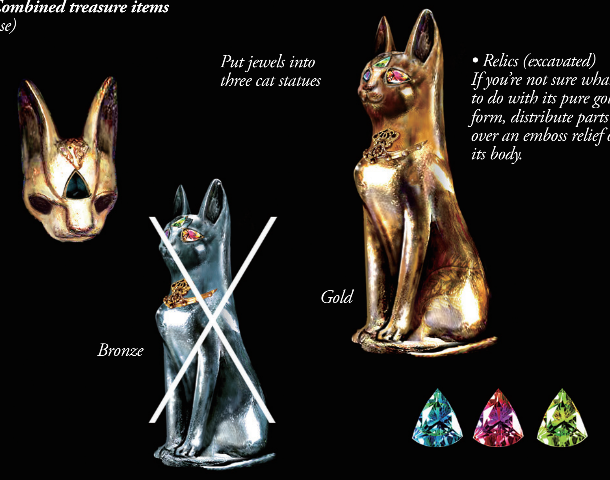
~A light in the darkness~
♦ itm5a: Fluorite Hairpin



itm58: Pearl Pendant
(Fresh water pearl, cheap)



• Combined treasure items
(base)

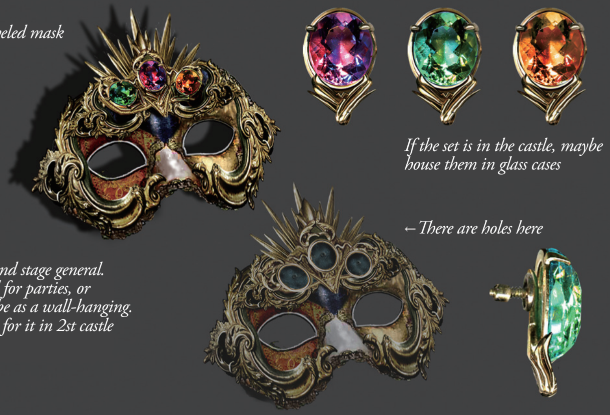


Put jewels into three cat statues

• Relics (excavated)
If you're not sure what to do with its pure gold form, distribute parts over an emboss relief on its body.

Combined treasure items

• Jeweled mask

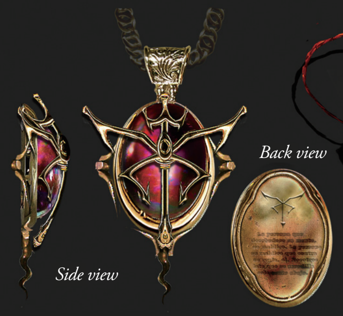


If the set is in the castle, maybe house them in glass cases

←There are holes here

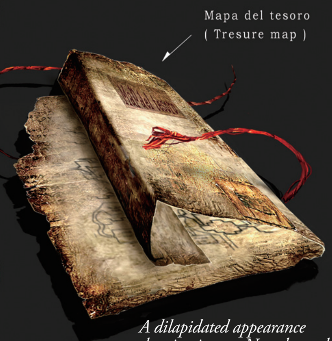
1st/2nd stage general.
Used for parties, or maybe as a wall-hanging.
Plan for it in 2st castle

♦ 2nd stage treasure items (evil gemstones)
itmNo:98
Set location:204



►Gemstones covered in the cult mark. 'The color of fresh blood'

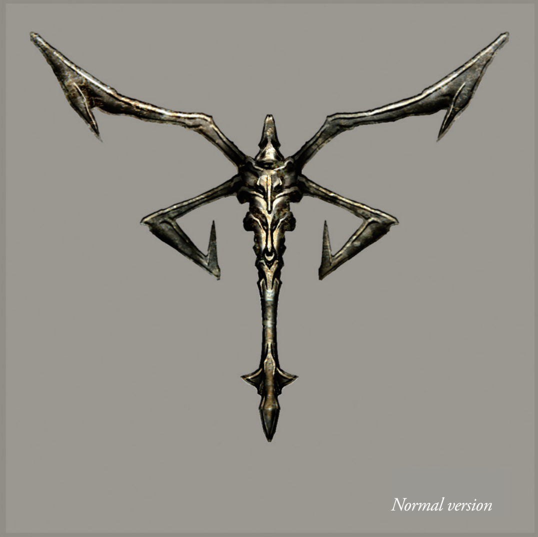
♦ 2nd stage treasure items
Treasure map exterior (can be used on all stages)
itmNo: a9
Set location: Buy from merchant



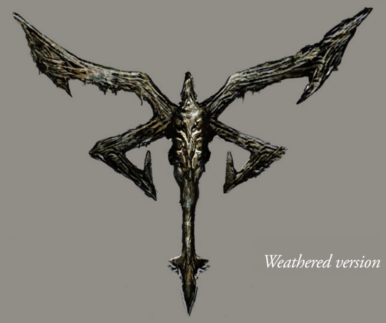
A dilapidated appearance showing its age. No cult marks.

参考 TEX¥bio 4¥アイテム¥2st¥t 26

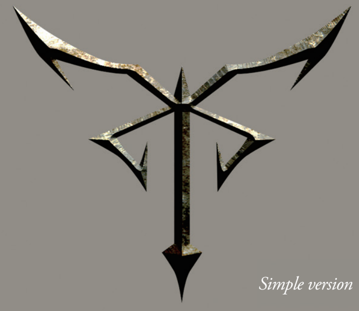
Cult Symbol



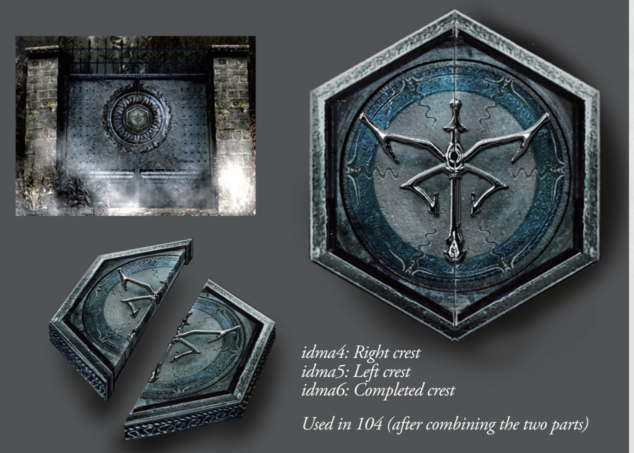
Normal version



Weathered version



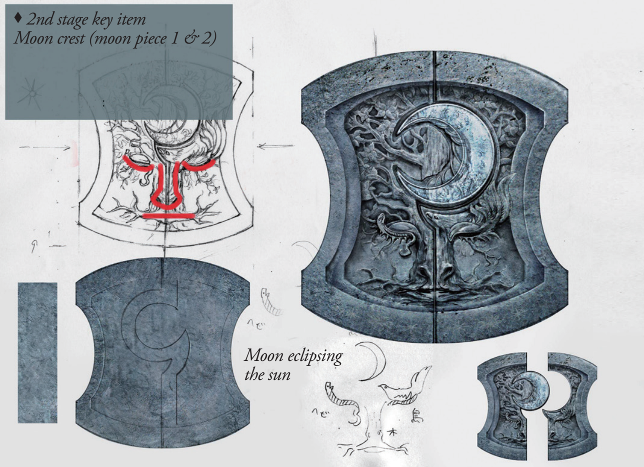
Simple version



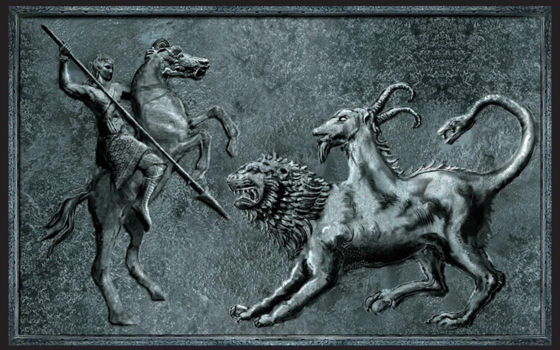
idma4: Right crest
idma5: Left crest
idma6: Completed crest

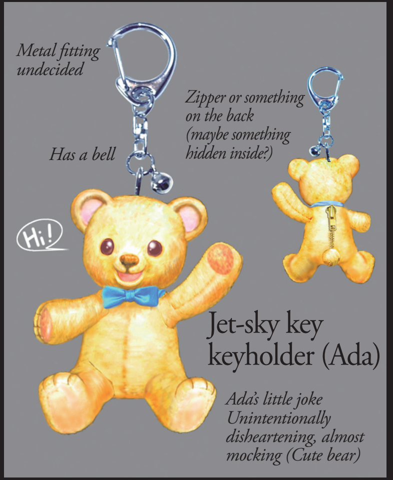
Used in 104 (after combining the two parts)

♦ 2nd stage key item
Moon crest (moon piece 1 & 2)



Moon eclipsing the sun





Metal fitting undecided

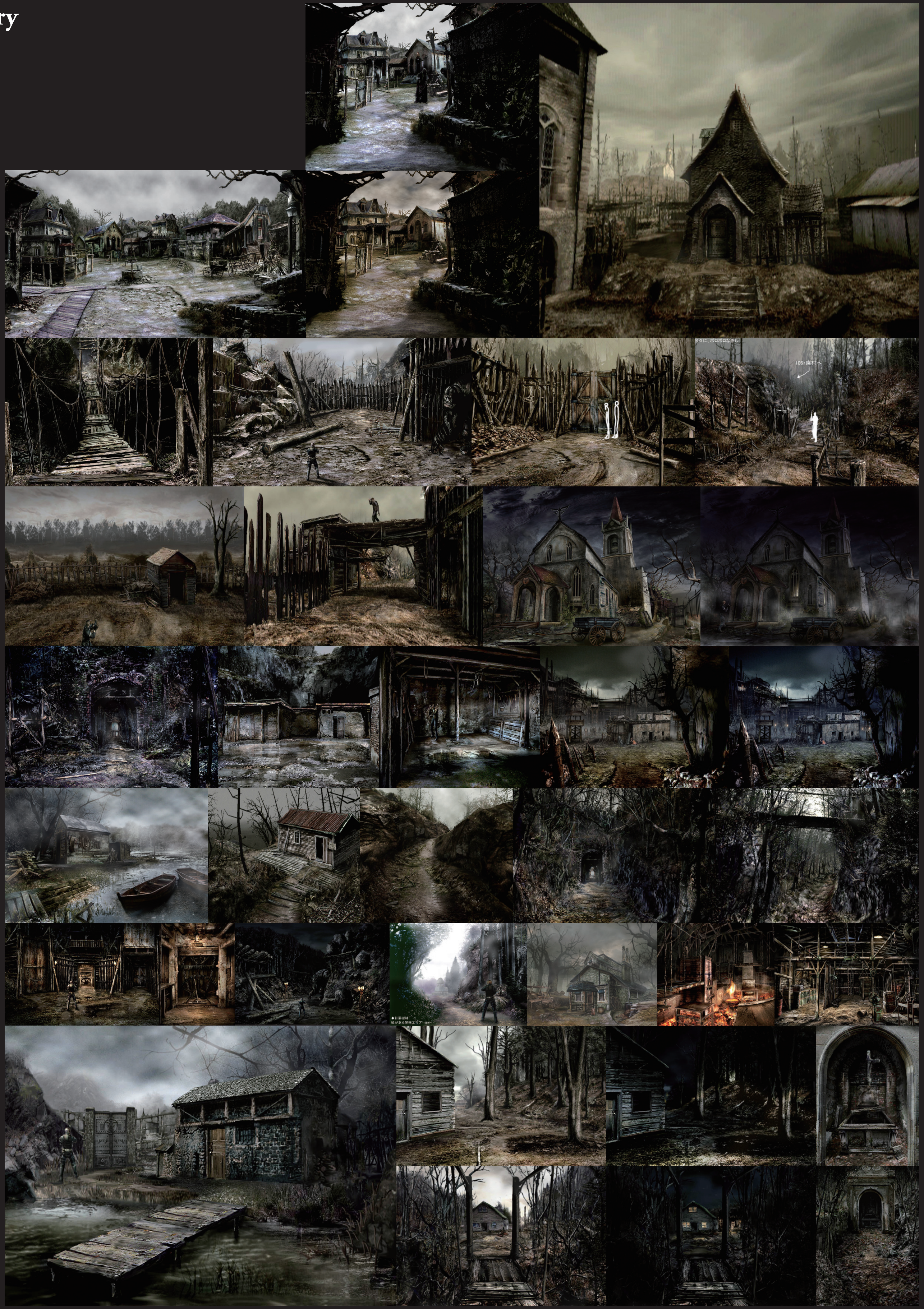
Has a bell

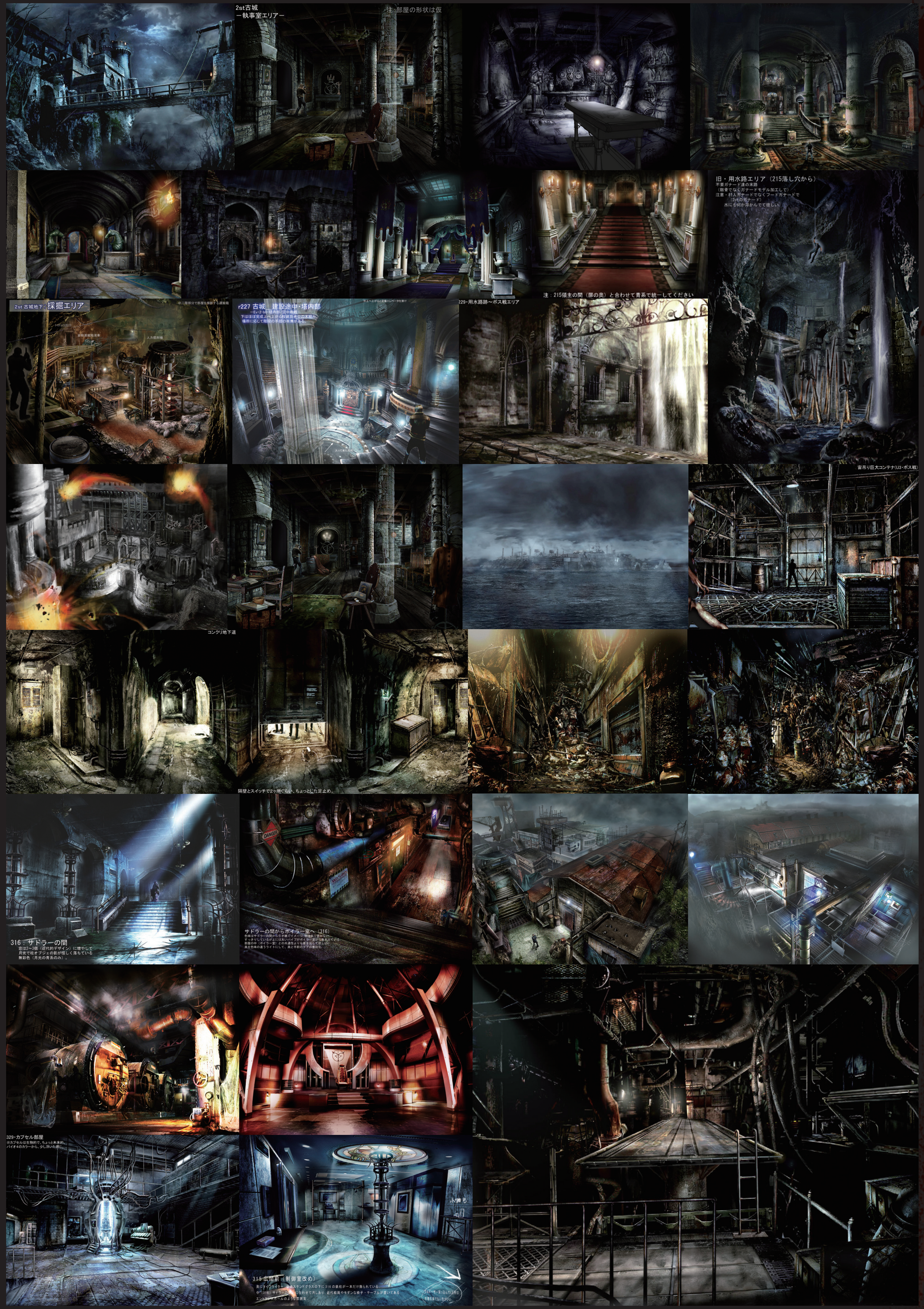
Zipper or something on the back (maybe something hidden inside?)

Jet-sky key keyholder (Ada)

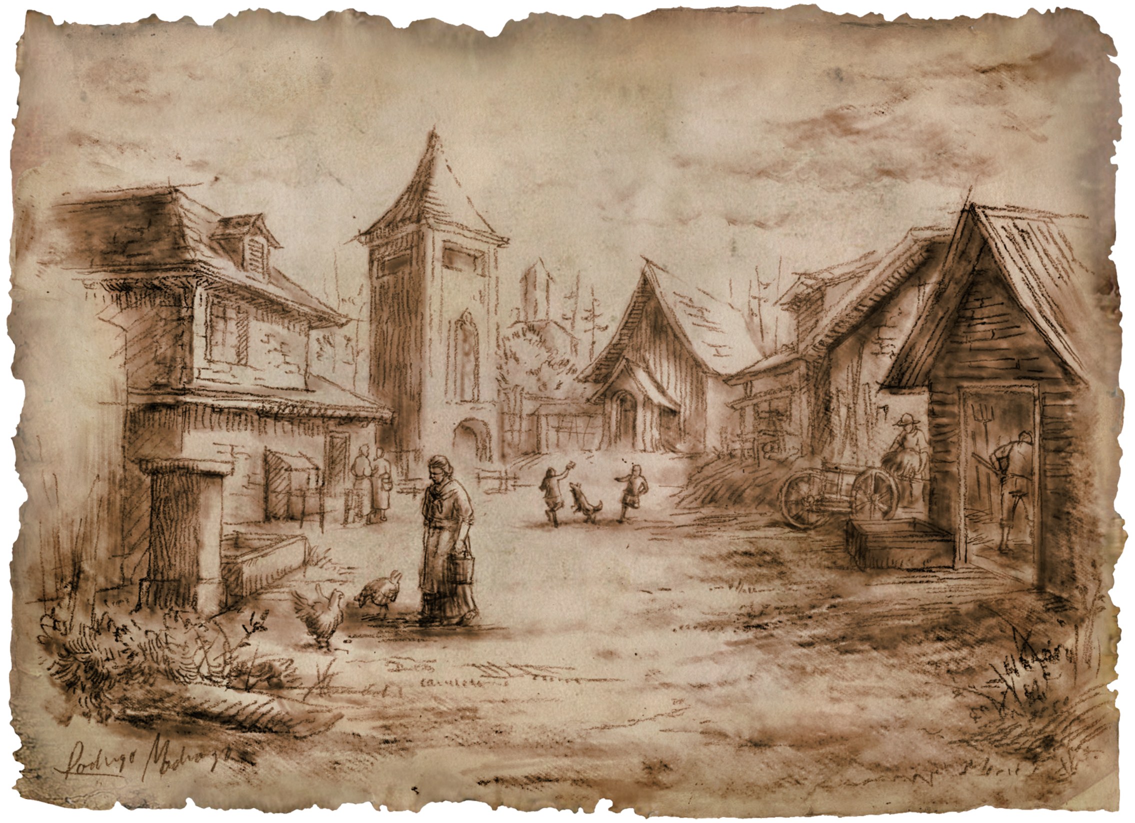
Ada's little joke
Unintentionally disheartening, almost mocking (Cute bear)

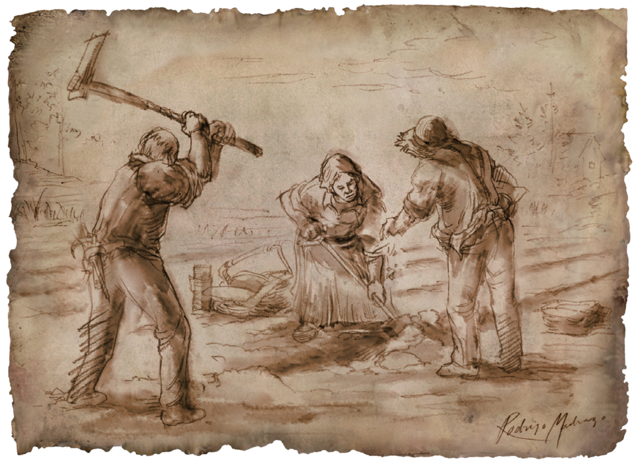
Scenery

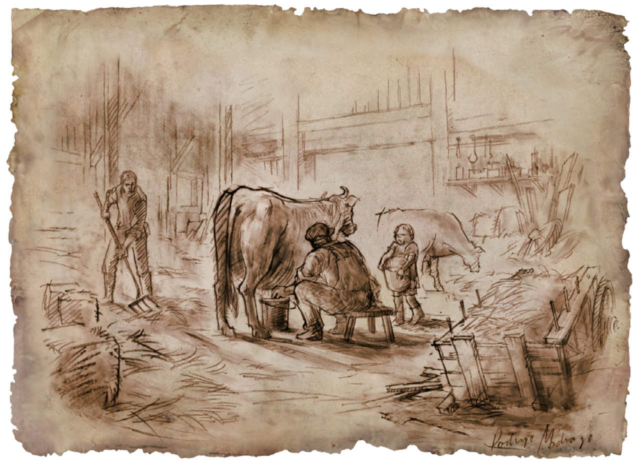


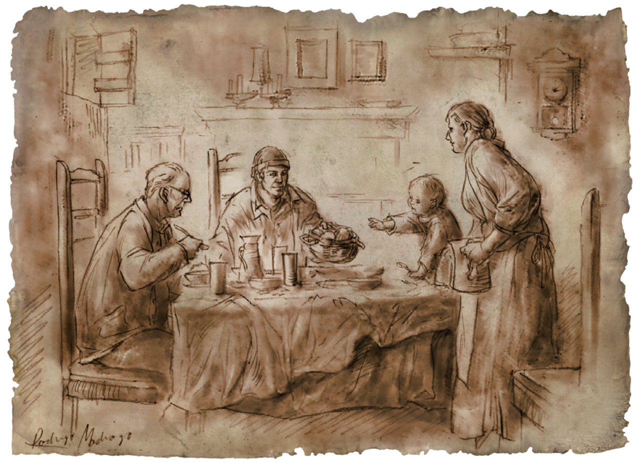

2st古城
ー執事室エリアー
注：部屋の形状は仮
旧・用水路エリア（215落し穴から）
注：215領主の間（扉の奥）と合わせて青系で統一してください
2st 古城地下：採掘エリア
r227 古城＿建設途中・塔内部
229・用水路跡～ボス戦エリア
316：サドラーの間
サドラーの間からボイラー室へ（316）
329・カプセル部屋
315 広間前（制御室改め）

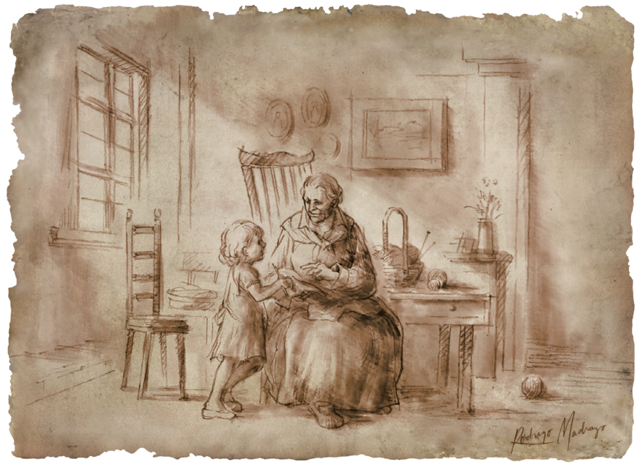
Ending sketches

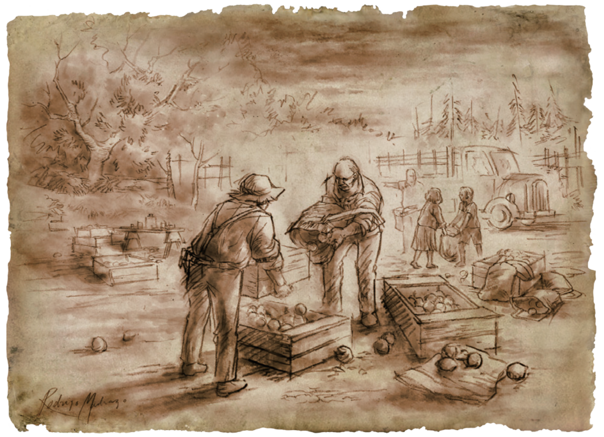


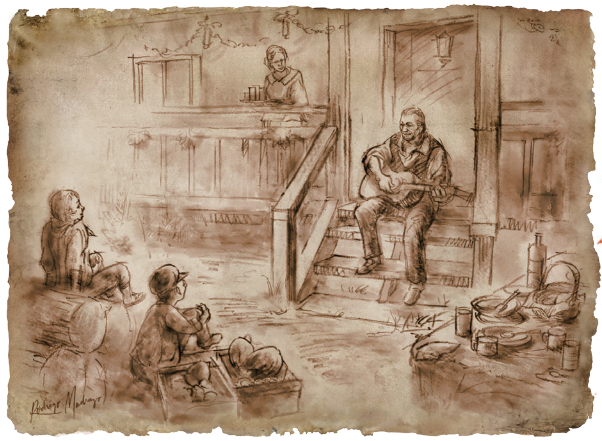


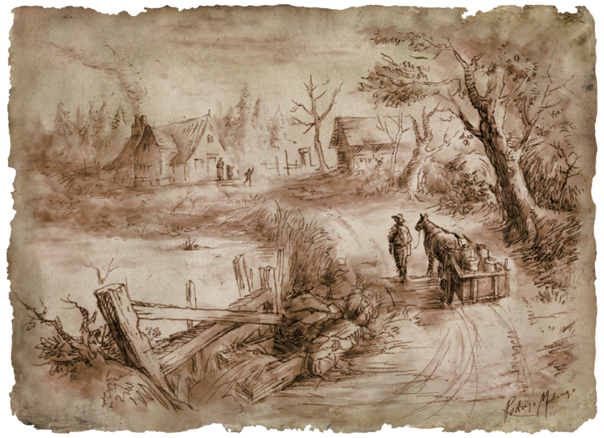


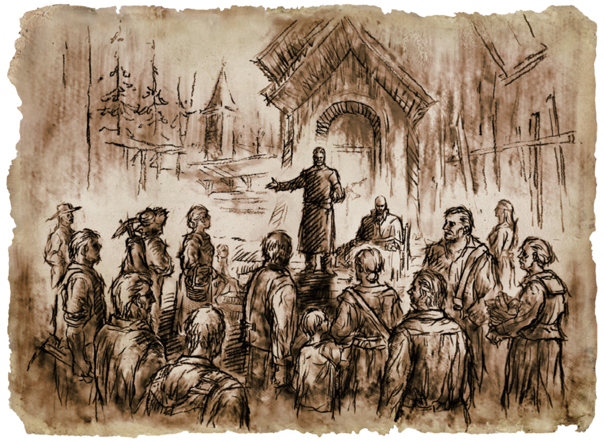


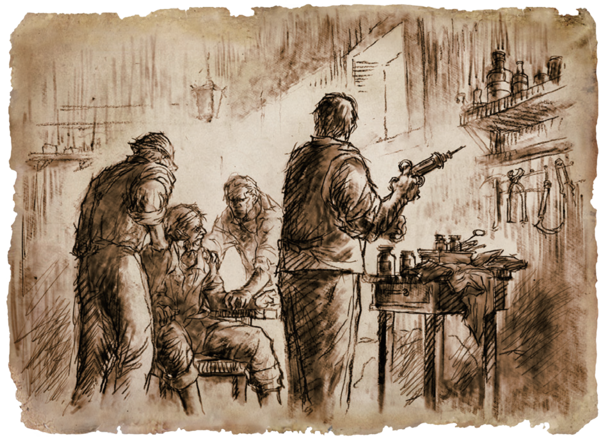


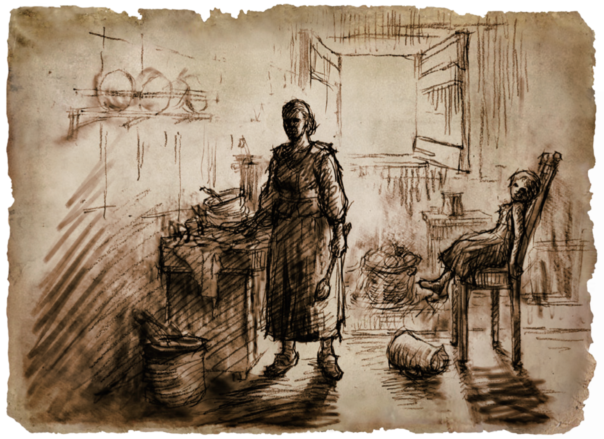


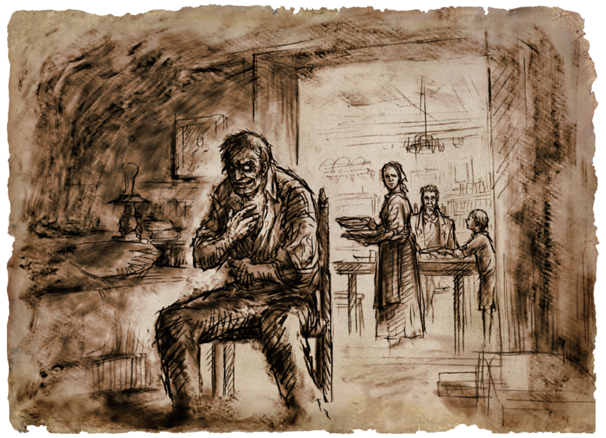


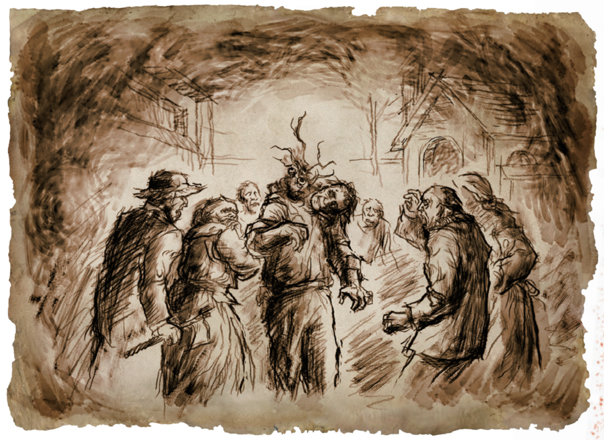












STAFF CREDIT

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